SUPER NES • GENESIS • SEGA CD • PC ENGINE • NEO GEO • JAGUAR • 3DO • GAME GEAR

DIEHARD

GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 2 • ISSUE1

OUT OF THE CAGE
FOR THE FIRST TIME
ATARI'S
JAGUAR

EXCLUSIVE FIRST REVIEWS!
CYBERMORPH
CRESCENT GALAXY

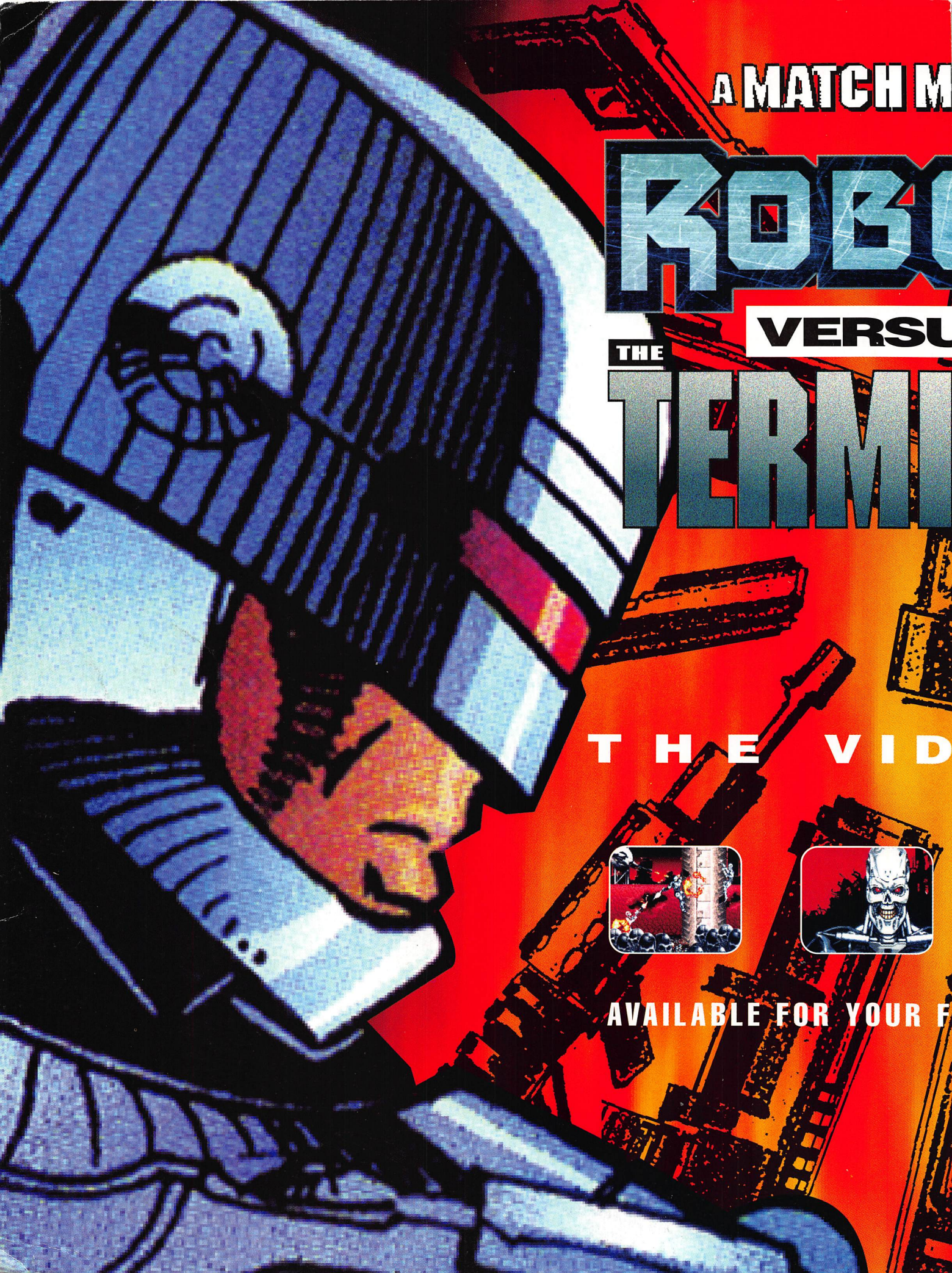
INSIDE SEGA SECTOR:
ETERNAL CHAMPIONS
TOEJAM & EARL 2
LOST VIKINGS
JOE & MAC
LUNAR
BRUTAL

INSIDE PLANET SNES:
LESTER THE UNLIKELY
LAWNMOWER MAN
MEGA MAN X
FATAL FURY 2
T2

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ISSN# 1070-3020

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Welcome to the second year of Game Fan and the best Christmas for gamers ever! Some lucky New Yorkers and San Franciscans will be enjoying Jaguars this holiday season, while the rest of us will get to spend an extra happy new year with the big cat. Others will enjoy a healthy offering of Genesis (Gunstar, Shinobi 3, Stimpy's Invention etc.) and SNES titles (Act Raiser 2, Super Empire, Clayfighter etc.) while Sega CD owners will see the best games yet (Sonic CD, Jurassic Park, Lunar, Silpheed etc.). Those of you with a talent for pleading may land a 3DO. Either way, video games (at least good ones) are gifts that keep on giving! We have provided you with a handy Christmas list (on page 26) to make things easier when Grandma asks you what you want. Just make a copy, circle the appropriate game and send her on her way. Now you won't get a tin of Danish cookies!

Immediately following the holiday season, it's on to the CES to see what '94 will bring. There is so much on the horizon! New for '94 will be Sony's Play Station, Atari's Jaguar, more from 3DO, Sega's DSP attachment and, later, the Saturn. Nintendo will have more SFX games and perhaps a color handheld and the Lynx may make a major comeback. So, once again, the stage is set. One thing is for sure, we won't be bored. And, it seems there is something for everyone and every pocketbook.

And last but not least, earlier this month, an ad for a game copier was submitted to us here at GF. We, of course, immediately rejected it but the fact that such ad's even exist deeply disturbs me. Game copiers (they call them storage devices now for cover) are the most uncool creations that there have ever been and they pose a serious threat to our industry-avoid them like the plague.

Not to end things on a negative note, I am looking forward to our second year, the holidays, the show and, of course, '94-video gaming's true breakthrough year. *See you next month.*



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GO AHEAD, PICK A FIGHT!



But be prepared, because Tournament Fighters for Super NES,® Sega Genesis and NES® puts a whole new face on fighting games. It's intense, one-on-one fighting that has every savage street hardened warrior drooling with anticipation.



One game, three unique versions!

No matter which format you choose, you're in for a new breed of Turtles fixated on fighting in four different modes. For Super NES fans there's 12 unique mutant maulers, 12 arenas, adjustable fighting speed for fast fighting action, and spectacular combo assault techniques plus the dreaded Ultimate Attack Moves. The Sega Genesis version hits you with 11 brutal opponents including evil clones from Dimension X, 11 awesome battle-grounds, adjustable fighting speed and power, instant replay, and amazing arsenals of physical punishment featuring one-of-a-kind Ultra Desperation Attack Moves. And the NES game includes 2-Player and Tournament modes, 7 furious fighters and specialized attack techniques.

TEENAGE MUTANT NINJA TURTLES® TOURNAMENT FIGHTERS™



Hit the streets and pound more than pavement!

Roto Cutters, Dynamite Bombers, Chopper Chukers, Vacuum Waves, Electric Pile Drivers, you'll feel and inflict them all. If you think you've already experienced real street fighting, wait 'til Tournament Fighters lets you kick the (CENSORED) out of your enemies. So trash the surfboards, heave the 'za and pick a fight!









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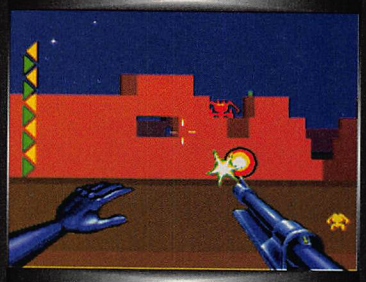
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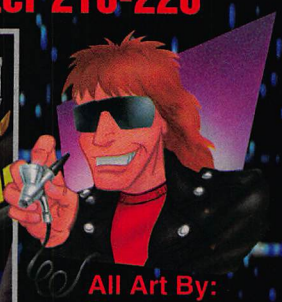


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All Art By:
Terry
Wolfinger



THE HEAVY METAL EYE OPENER ARRIVES IN DECEMBER

GENESIS™ SUPER NINTENDO ENTERTAINMENT SYSTEM GAME GEAR™

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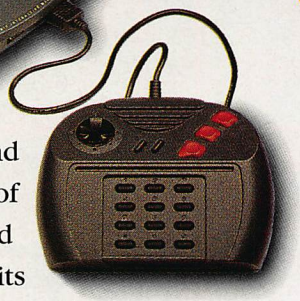
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COMPETITION BIT BY BIT.



TINY TOONS™
coming soon





Here's something to gnaw on. The new Jaguar interactive multimedia system has a mind blowing 64 bits of power, compared to a wimpy 16 bits for the competition. 64 bits means 16 million colors in a 3D world. Breakneck speeds. Cat-like control. And special effects like you see in the movies.

How does it sound? Well, if this ad had a volume button your mother would be yelling at you to turn it down. Car crashes, alien screeches, jet engines and other bone rattling stereo CD quality sounds will make you jump out of your seat.

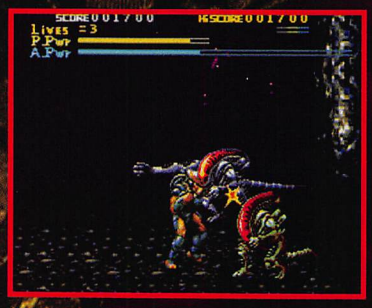
When you do, make sure to run to the nearest store. Everyone else will be there chomping at the bit to buy one.

What we're really saying is Jaguar's 64 bits eats the competition alive. Sink your teeth into it and you'll see what we mean. **Get Bit by Jaguar.™**



HOCUS POCUS

Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.



Aliens Vs. Predator (Super NES)

Level Select

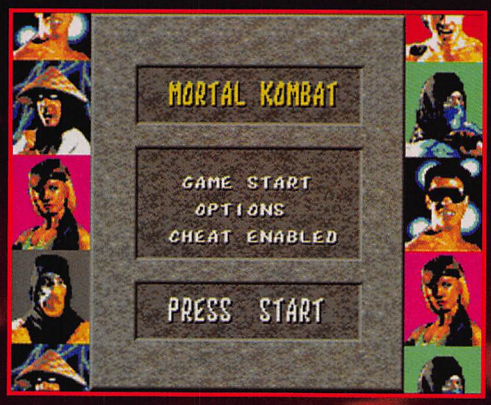
Go to the Option screen and on controller two, hold down the L button, R button, X and A then press start on controller one. Now check out the whole gooie affair.



Mortal Kombat (Genesis)

Mystery cheat.

Go to the the option/game start screen and press down, up, left, left, A, right and down. The words CHEAT ENABLED will appear and now you can enter that screen. Now just experiment, turn flag five on for clues on finding Reptile etc...









Road Rash II (Super NES)

Ride the Wild Thing 2000!

On the title screen press UP, A and C and then press start. Let go of them when the option screen appears and you will have one rippin ride! Best wear a skid-lid this baby's a hummer!



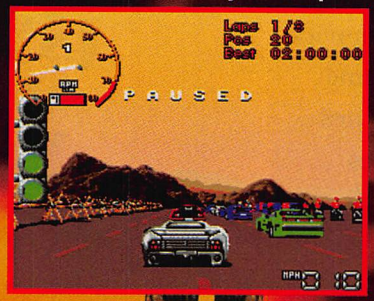


Battletoads (Genesis)

Toadally cool warp.

at the beginning of the first level, headbutt the two pigs when they appear, and then quickly run over to the first platform on the right. Jump onto the platform and there will be a glowing warp. Move into the warp and presto! you skip two levels!





XJ220 (Sega CD)

Go to the option screen and enter your name as MAR. Now go back to the menu and choose the World Tour option. Pick your country and when you are starting the race, wait until the light turns green and then pause the game. Press A,B, and C at the same time and you can qualify and win races like this. Now you can win without even trying !!





You've got to be fast to last.

In Street Fighter II Turbo, slow doesn't go. Because extensive training has not only made the 8 fighters and 4 grand masters faster and stronger. It's given them a whole new arsenal of kicks, punches and special moves. Get revved for 78 possible matches, where if you're not fast, you'll never know what hit you.



Ryu must blow out Chun Li's new fireball move with his new mid-air hurricane kick.



Dhalsim executes his Yoga Teleport to avoid getting burned by M. Bison's psycho crusher.



In Las Vegas, tonight's fight is Blanka's new vertical ball versus Vega's claw.

Now You Can Get Game Codes And Exclusive Street Fighter Information Anytime. Just Call 1-900-680-2583.
Call charges are 95¢ for the first minute and 75¢ for each minute thereafter. Please ask your parents' permission before calling.

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Legend (Super NES)

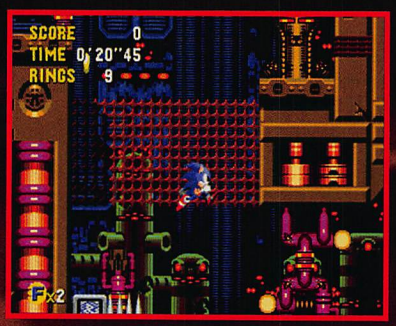
Level Select.

During the story mode hold down Y and A on controller 1 then X and B on controller 2. Then reverse it by holding X and B on controller 1 then Y and A on controller 2. While still holding those 4 buttons hit start. There should now be a stage select at the option menu.









Sonic CD (Sega CD)

To short Huh? How about a whole new game!

Level Select.

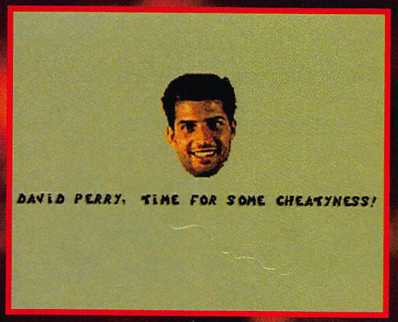
Just as Sonic appears at the title screen, press up, down, down, left, right, B., then start. If the trick worked you will hear a bell and the screen picture will appear. To play these levels in their entirety beat the regular game turning all futures good and collect all the Caos Emeralds.

Cool Spot (Genesis)

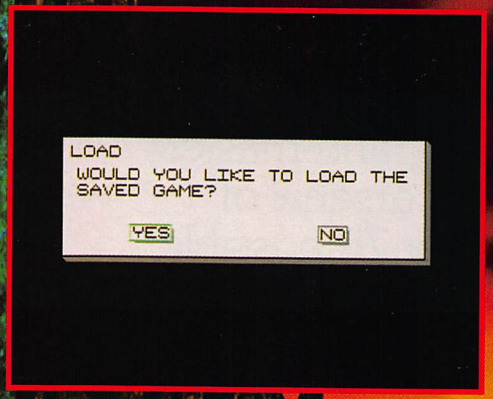
More fun with D.P..

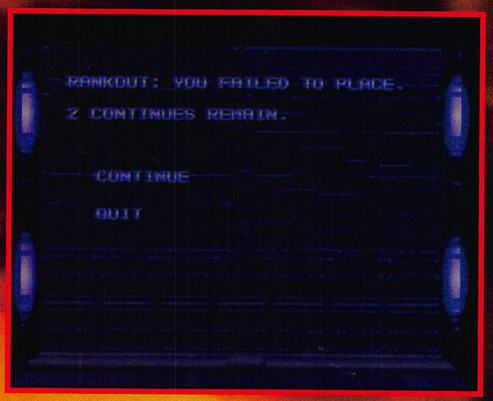
For the ultimate debug screen do the following:

Go to the options screen and press: A, A, B, B, C, C, C, C, B, B, A, A, A, A, B, B, C, C. Now it's time for some cheatyness!











Crash and Burn (3DO)

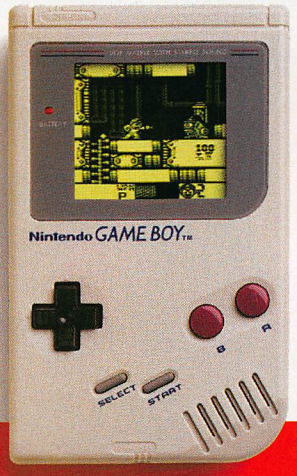
Tired of running out of continues? Try this one...

At the continue screen reset the system and when you restart you will begin from where you left off without losing any continues.



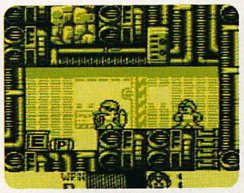
Wily's 8 most rotten robotic renegades return. Ready for the reunion?

Well, more like the ultimate worldwide cybernetic showdown. It's Mega Man, Rush and Dr. Light's new remote controlled robotic attack bird Beat versus 8 robot masters and their hundreds of armed androids. Run, jump and blast your way through them. But even if you make it to the inner sanctum, you'll still have to show Dr. Wily who's boss.





Wily and his most fearsome robot masters are prepared for action.



Proto Man's back to help Mega Man do away with Wily once and for all.

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PRO ACTION REPLAY CODES

GENESIS

ZOMBIES ATE MY NEIGHBORS

00186A6000	Removes the country protection from the Genesis version to allow you to play on all machines
FFFA7500FF	Unlimited water for squirt gun (player 1).
FFFB1500FF	Unlimited water for squirt gun (player 2).
FFFA8F00FF	Unlimited keys for player 1.
FFFB2F00FF	Unlimited keys for player 2.
FFFA8100FF	Unlimited soda pop cans for player 1.
FFFB2100FF	Unlimited soda pop cans for player 2.
FFFA8300FF	Unlimited tomatoes for player 1.
FFFB2300FF	Unlimited tomatoes for player 2.
FFFA8500FF	Unlimited ice pops for player 1.
FFFB2500FF	Unlimited ice pops for player 2.
FFFA8900FF	Unlimited plates for player 1.
FFFB2900FF	Unlimited plates for player 2.
FFFA8B00FF	Unlimited silverware for player 1.
FFFB2B00FF	Unlimited silverware for player 2.
FFFA8D00FF	Unlimited footballs for player 1.
FFFB2D00FF	Unlimited footballs for player 2.
FFFA7700FF	Unlimited fire extinguishers for player 1.
FFFB1700FF	Unlimited fire extinguishers for player 2.
FFFA7900FF	Unlimited martian bubble gum for player 1.
FFFB1900FF	Unlimited martian bubble gum for player 2.
FFFA7B00FF	Unlimited weed-eaters for player 1.
FFFB1B00FF	Unlimited weed-eaters for player 2.
FFFA7D00FF	Unlimited ancient artifacts for player 1.
FFFB1D00FF	Unlimited ancient artifacts for player 2.
FFFA7F00FF	Unlimited bazookas for player 1.
FFFB1F00FF	Unlimited bazookas for player 2.
FFFA9100FF	Unlimited speed shoes for player 1.
FFFB3100FF	Unlimited speed shoes for player 2.
FFFA9300FF	Unlimited monster potion for player 1.
FFFB3300FF	Unlimited monster potion for player 2.
FFFA9500FF	Unlimited ghost kid potion for player 1.
FFFB3500FF	Unlimited ghost kid potion for player 2.
FFFA9700FF	Unlimited random potion for player 1.
FFFB3700FF	Unlimited random potion for player 2.
FFFA9D00FF	Unlimited first aid kits for player 1.
FFFB3D00FF	Unlimited first aid kits for player 2.
FFFA9F00FF	Unlimited Pandora's box for player 1.
FFFB3F00FF	Unlimited Pandora's box for player 2.
FFFAA100FF	Unlimited skeleton keys for player 1.
FFFB4100FF	Unlimited skeleton keys for player 2.
FFFAA300FF	Unlimited decoys for player 1.
FFFB4300FF	Unlimited decoys for player 2.
FFFA47000A	Unlimited energy for player 1.
FFFAE700FF	Unlimited energy for player 2.

BLASTER MASTER 2

FF00BB0004	Infinite lives.
FF00E3000A	Unlimited 3 way fire.
FF00E5000A	Unlimited hyper missles.
FF00E7000A	Unlimited 8 way lightning.
FF00E9000A	Unlimited shields.
FF00ED00FF	Activates hover.
FF00EF00FF	Activates Jet-Pac.

GUNSTAR HEROES

FFA4250065	Infinite energy for player 1.
FFA6250065	Infinite energy for player 2.
FFA46F00XX	Replace XX with one of the following for first weapon select (player 1).
	XX WEAPON
	04 Force
	08 Lightning
	0C Chaser
	10 Fire
FFA66F00XX	Replace XX with one of the following for first weapon select (player 2).
	XX WEAPON
	04 Force
	08 Lightinig
	0C Chaser
	10 Fire
FFA47100XX	Replace XX as above for second weapon select (player 1).
FFA67100XX	Replace XX as above for second weapon select (player 2).

HOOK

FF8C630003	Infinte energy.
FFDD700006	Infiniet lives.
FFDD850059	Unlimited time.

JURASSIC PARK

FF003B00FF	Unlimited blue banded darts.
FF003D00FF	Unlimited stungun.
FF003E00FF	Unlimited gas grenades.
FF003C00FF	Unlimited red banded darts.
FF003F00FF	Unlimited flash grenades.
FF004000FF	Unlimited rocket.
FF004100FF	Unlimited concussion grenades.
FF00550020	Infinite energy.
FF005300FF	Infinte lives.

MUTANT LEAGUE FOOTBALL

FFFD5E0002	Super charged running.
FFE1E60003	Start the game in the finals (turn the switch on the team select screen).

RANGER X

FFD6FC000F	Unlimited fire power.
FFD723003E	Infinite energy.
FFCC8D00C0	Unlimited air lift.

ROCKET KNIGHT ADVENTURES

FFFB0D0005	Unlimited lives.
FFC041003F	Unlimited energy.

SNES

BOB

7E022D63	Infinite lives.
7E020C63	Unlimited remotes (trampoline).

Freakin' Awesome



"Super Turrican will give you the worst beating of your video game life"
GAMEPRO Magazine

"One of the best"
Electronic Gaming Monthly

"Blazing graphics, Dolby Surround™, and smooth action make this the best Turrican ever"
Game Players

With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

Super Turrican™ is one of the finest Action/Adventure games you'll ever see, feel, play or hear! That's right, hear! With full-feature ***Dolby Surround Sound***™, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

Try and survive 13 levels of the most unusual worlds ever seen. Over 1000 screens. High-tech weaponry. Brilliant special effects, 3-D graphics and exhilarating gameplay!

A warning to the cocky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES & NES systems.

SEIKA
Breakin' All The Rules™

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7E023663 Unlimited guns (single).
7E023763 Unlimited guns (triple).
7E020D63 Unlimited remotes (Helicopter hat).
7E020E63 Unlimited remotes (Floating bomb).
7E020B63 Unlimited remotes (umbrella).
7E020A63 Unlimited remotes (shield).
7E020693 Unlimited remotes (flash).
7E023863 Unlimited guns (flame thrower).
7E023963 Unlimited guns (rockets).
7E023A63 Unlimited guns (bolt).
7E023B63 Unlimited guns (wave).
7E0F423B Unlimited time (turn Action Replay off at the end of each level).
7E022130 Unlimited energy for Bob.

MORTAL KOMBAT

7E004601 No weapons
7E00080X Replace X with background number (0-6).
7E012699 Infinite time.
7E00E20X Replace X with character number to be the computer's player.

NUMBER	CHARACTER
00	Cage
01	Kano
02	Rayden
03	Liu Kang
04	Scorpion
05	Sub-Zero
06	Sonya
07	Goro
08	Shang Tsung

7E02C102 Use with code below to allow player 2 to be the reptile with Sub-Zero's moves.
7E1ACE05 Use with above code.
7E02C102 Use with code below to allow player 2 to be the reptile with Scorpion's moves.
7E1ACE04 Use with above code.
7E02C101 Use with code below to allow player 1 to be the reptile with Sub-Zero's moves.
7E197205 Use with above code.
7E02C101 Use with code below to allow player 1 to be the reptile with Scorpion's moves.
7E197204 Use with above code.

ROCK AND ROLL RACING

7E0EF10X Replace X with number of laps you wish to race.
7EOE9505 Unlimited plasma fifle.
7E0E9905 Unlimited bear claw mine.
7E0EAD05 Unlimited jump jets.

SUPER MARIO ALLSTARS-MARIO

7E070911 Mega jump.
7E070402 Mega float.

SUPER MARIO ALLSTARS-MARIO 2

7E04CA03 Unlimited floating.
7E04C310 Invincibility.





(1) SONIC CD: Scale & Rotate Sonic's World.

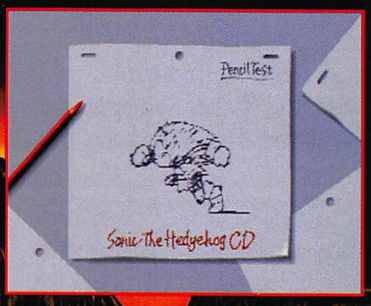
The first thing you must do is beat the game. You don't need all the emeralds but you do need to finish it in the attack mode. You must complete each level and your overall time must be under '37 "27 "57. Once accomplished, go to the title screen and you'll have a new option called D.A. Garden.

(2) SONIC CD: Play all bonus rounds in time attack mode.



As in the first trick, you must beat the game in the attack mode. You must complete each level and your overall time must be under '30 "21 "05. Once accomplished, push left on the the controller and a new menu with all the bonus stages will appear.





(3) SONIC CD: Visual Mode

Just like the last two tricks, beat the game, then go to the time attack mode. This time your overall time must be under '25 "46 "12. Once accomplished, go to the title screen and you'll have a new option called visual mode. Now you can see the real ending plus a nifty pencil test where you can watch animations of sonic.

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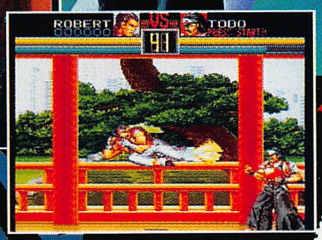
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Based on the super-hot NEO-GEO coin-op, Ryo and his friend Robert need all their strength and skills in South Town to rescue Ryo's kidnapped sister. They must battle and defeat the toughest villains ever assembled. All these fighters are big, powerful, strong - each with special skills you'll love to use.

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- Cinematic zoom-ins and zoom-outs
- Big cast of characters - 2 heroes and 8 others
- Dozens of secret moves to discover and master
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- For 1 or 2 players

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- 25 - 1st Prizes, Art of Fighting Super NES Game Paks
- 250 - 2nd Prizes, Art of Fighting T-Shirts
- 1000 - 3rd Prizes, Art of Fighting Pins

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While supplies last.

ENTRY FORM

Send to: Ambassador Marketing Group
P.O. Box 252, Paramus, NJ 07653-0252

Name _____ Age _____

Address _____ Tel: _____

City _____ State _____ Zip _____

No Purchase Necessary - Void Where Prohibited - All entries must be received by December 31, 1993. Only one entry per person. Employees and their families of Takara U.S.A. Corporation, Ambassador Marketing Group Inc., and their suppliers are ineligible. Judges decisions are final. Not responsible for lost, mutilated, late, misdirected, or stolen mail. All entrants agree to be bound by the offical rules which can be obtained by sending a self-addressed stamped envelope to Ambassador Marketing Group, P.O Box 252, Paramus, NJ 07653-0252. Approximate retail values for prizes: Neo Geo Home System with Art of Fighting Cartridge($899); (25) Art of Fighting Super NES Game Paks($1,750); (250) T-shirts($1,312); (1,000) Pins($1,000). Allow four to six weeks for delivery of kit.* Neo Geo is a trademark of SNK Home Entertainment Inc. Neo Geo and Nintendo of America are not affiliated with this promotion in any way. GF

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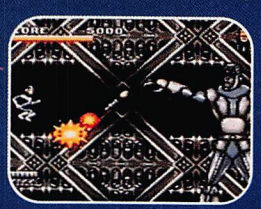




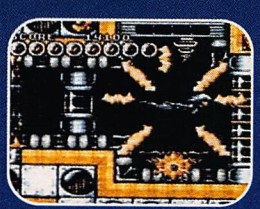
YOU'RE IN FOR A SHOCK, WEBSLINGER!



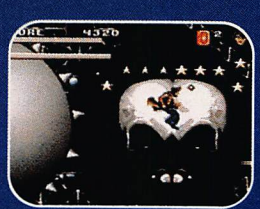
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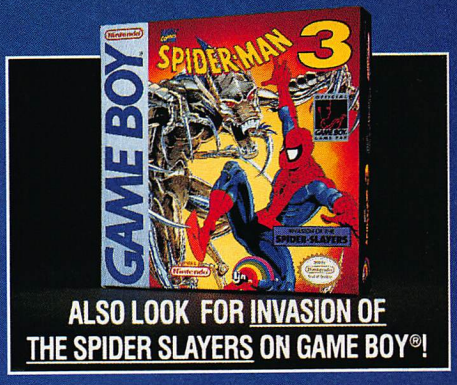

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Here's your chance to let all the game companies know what you're playing and what you would like to see in the future, so drop us a postcard. If your name is picked from our monthly drawing, you will be the lucky recipient of one of the fabulous prizes listed below. So, what are you waiting for? Start writing!

TOP TEN

1. SF2 Turbo (SNES)
2. Gunstar Heroes (GEN)
3. Mortal Kombat (GEN)
4. Silpheed (SEGA CD)
5. Starfox (SNES)
6. Aladdin (GEN)
7. Echo The Dolphin (GEN)
8. Flashback (GEN)
9. Streets Of Rage 2 (GEN)
10. Final Fantasy 2 (SNES)

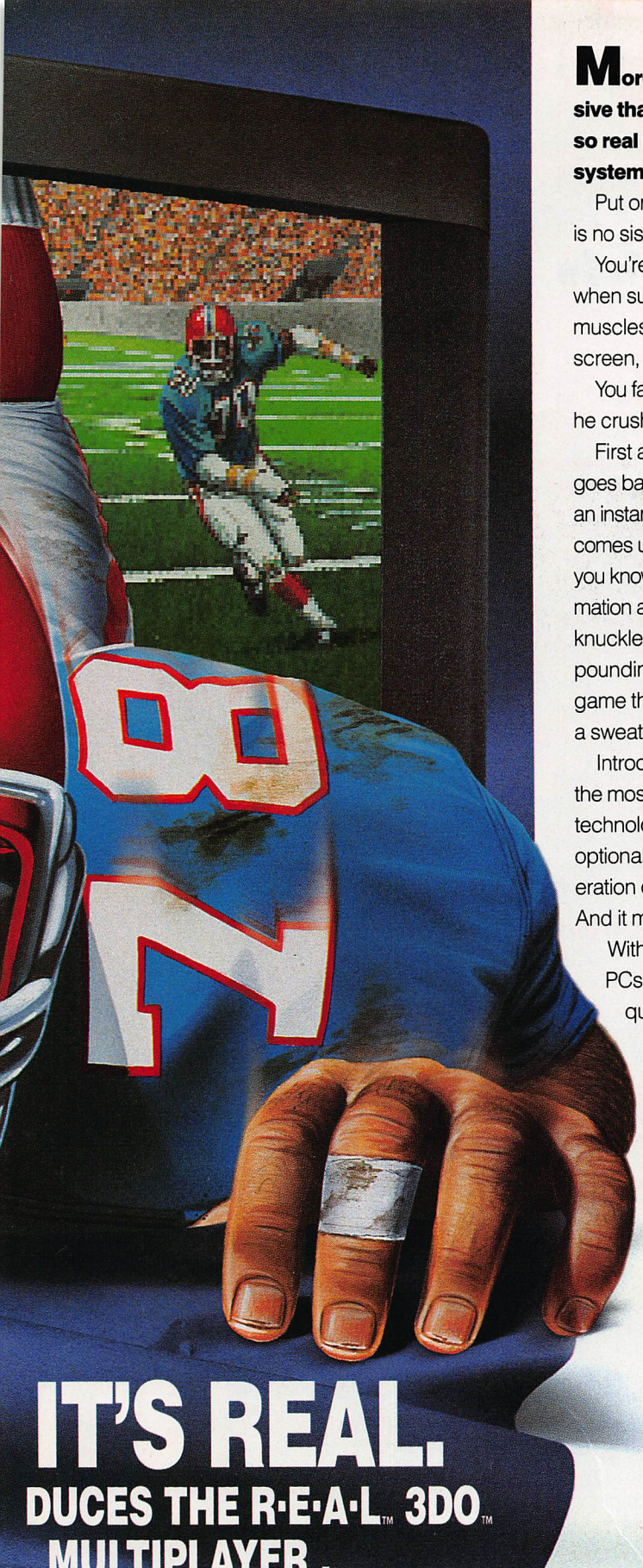
MOST WANTED

1. Sonic CD (SEGA CD)
2. Lunar (SEGA CD)
3. Act Raiser 2 (SNES)
4. Clay Fighters (SNES)
5. Empire Strikes Back (SNES)
6. Fatal Fury 2 (SNES)
7. Tournament Fighters (SNES)
8. Mega Man X (SNES)
9. NBA Jam
10. Castlevania (GEN)

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.
Second Prize: Your choice of one of the Picks of the Month in Viewpoint.
Third Prize: A *FREE* year of Game Fan!

Congratulations to the following winners of last month's contest:
First Prize: Dale James Mitchell of Bayoune, NJ • Second Prize: Brian Sims of San Diego, CA
Third Prize: Phil Patino of Pico Rivera, CA

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:
GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367
Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.
Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.



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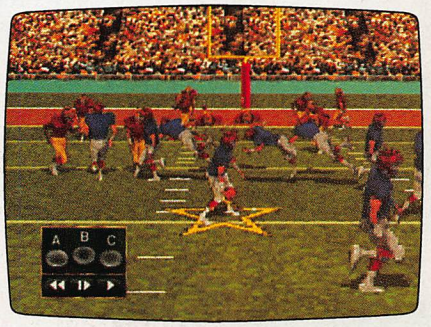
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GAME FAN PRESENTS

Help For The Holidays

What to ask for this christmas

GENESIS

Gunstar Heroes
Ranger-X
Zombies
Mortal Kombat
Dash n Desperadoes
Aladdin
Landstalker
Shinobi III
Street Fighter II SE
Rocket Knight Adv.
Son of Chuck
Bubsy
Flashback
Cool Spot
Battletoads
Buster Busts Loose
Alien 3
Fatal Fury
Socket
F1-GP
Lightning Force
Stimpy's Invention

SEGA CD

Sonic CD
Lunar
Silpheed
AH3 Firehawk
Final Fight CD
Robo Aleste
Wonderdog
Road Avengers
Batman Returns

SNES

Super Mario All Stars
Mortal Kombat
SF2 Turbo
Starfox
Lost Vikings
Tiny Toons
Sunset Riders
Aladdin
Actraiser II
Aero the Acrobat
Zombies
Super Battletoads
Bubsy
Super Turrican
Tazmania
Alien3
Jurassic Park
Tournament Fighters
Clayfighter
Art of Fighting
Secret of Mana
Empire Strikes Back
Sky Blazer
Equinox
Cool Spot
Rock & Roll Racing
Off Road Baja

JAGUAR

CYBERMORPH
Alien vs. Predator
Raiden
(And anything else you can get your hands on!)

3DO

Megarace
Total Eclipse
Ghost Manor
Out of this World

NEO GEO

Samurai Shodown
Fatal Fury Special
(Anything other than Fighting)

SPORTS

GENESIS

Montana NFL '94
Super Baseball 2020
F1 World Champ.
Madden '94
NHL '94
FIFA Soccer
RBI '93
Tecmo Super Bowl
Bill Walsh Football

SEGA CD

Bill Walsh Football
Montana NFL
NHL '94 CD
Jaguar XJ220

SNES

Nigel Mansell
Madden '94
Tecmo Super Bowl
Wicked 18
Tecmo Super NBA
NHL '94

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THE SILVER STAR

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CD sound!!
Hot animations!











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Available for all Nintendo and Sega platforms.

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VIEWPOINT

Honesty is our only excuse!

We want to hear your Viewpoints! Just write a review 70 words or less on a new release for the SNES, Genesis, Sega CD, Neo Geo or 3DO, and send it in! We'll print one winner per month and send you the Viewpoint game of your choice! ... Be honest!






Sega
Nintendo
Sega CD
Jaguar
3DO
PC ENGINE

SKID'S PICK

I can't believe it! My pick of the month is an Atari game! Will this happen often? if Cybermorph is any indication then I guess so. This is one of those games that takes a week to beat, so I really feel like you guy's will get your money's worth when you buy your Jag's. You are getting one, arent you?

SGT. GAMER'S PICK

Atari scores with its introduction of the Jaguar and Cybermorph. 64-bit gaming is here and it has announced its presence with authority! The lucky 50,000 Jaguar owners will be playing this for months to come! 225 BUCKS! That's it! The next generation is here!

K. LEE'S PICK

Believe it or not, this month I'm not picking a fighting game! My pick is Lunar, because it is to RPG's what Street Fighter 2 is to fighting games. I'm not normally an RPG freak, but this game kept me glued from start to finish. Was it the music?, the graphics?, the story?. I don't know, but now I know how E Storm feels. Until now I just thought he was weird.

KID FAN'S PICK

I've got to agree with the Skid mark and the mexican food on this one and go with Cybermorph. I am now a believer in the 3D genre. Until now games like this were as chunky as my chili but now with the introduction of the Jaguar, games like this are as smooth as my guacomole. My only hope is that they keep it up, because if I can get just one game this good every month I'll be a happy guy. The next generation is gonna be fun!

RATED BY:	SKID	SGT. GAMER	K. LEE	THE ENQUIRER

ETERNAL CHAMPIONS - SEGA - 24 MEG - 2 PLAYER - SEE REVIEW PG. 44-47



75% Eternal Champions tries to do so much, that it doesn't do anything really well, and in the process, they chewed up all the memory, leaving way to little for the music. The characters themselves are drawn well and animate brilliantly and, when set up correctly it can be really fun. You can see where a lot of work has gone in, but the end result is a confused fighter.

77% "24 meg of intense fighting action, better than SF2, blah, blah, blah"...Ho, hum...Eternal Champions would have had a greater impact on me about 9 months ago. Now, it's just another fighting game. It's good...good graphics, good game play, etc., but not great. The so-so music drops the score a couple more points. Fighting fanatics will have to have this one, but I'm going back to Toe Jam and Dracula CD.

78% I don't think Capcom will have to worry much about Sega's "SF 2 killer" because EC isn't even in the same galaxy as Street Fighter. I have to admit that the animation on the characters is very nice but the graphics are real grainy and the music? Let's just say "silence is golden". Balance problems? you want balance problems? You get only one chance at the boss yet, you can beat everybody else by taking off some energy and backing off or simply repeating moves. This game still needs work.

70% Eternal Champions is sort of a let down. Forget all the hype because this fighter is just about average. What's impressive about this game is the size and animation of the characters, but that, unfortunately, is about it. The moves are boring and the use of the spirit meter detracts from the game instead of adding to it. As far as music goes, all I have to say is make sure you have the TV on mute. What I'm wondering is where did the 24 meg go?

HIGH SEAS HAVOC - DATA EAST - 8 MEG - 1 PLAYER - SEE REVIEW PG. 56-57



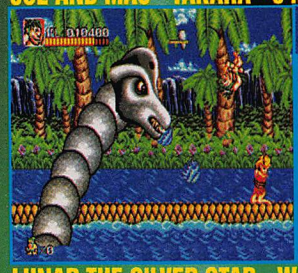
85% With Havoc, Data East successfully enters the lofty small character action platform genre, with the likes of Sonic, Sparkster, Socket and the rest of the boyz. Enhancing this game are features like mega character animation, sampled sound effects and extra detail in both the enemies and the backgrounds. high seas is also a bit harder than the rest, but definitely worth the effort.

86% High Seas Havoc is a straight ahead Action/Platform game with great graphics and solid animation. Data East has quietly put together a string of high quality games on the Genesis and Havoc is their best to date. With all of the big name stars out there this Christmas season, don't overlook the action on the High Seas.

81% This game really surprised me. When I first popped in HSH, the colorful graphics reminded me more of a SNES game and even the sound and music are very impressive for the Genesis. The animation on the main character is great and the game reminds me a little (but not too much) of Sonic. It has enough of a challenge to appeal to the serious gamer while being a cute enough game for the kids. I see a sequel in Havocs future.

85% High Seas is a quality entry into the action platform genre that I would definitely recommend. The graphics are extremely colorful and detailed and the music pushes the Genesis' sound chip to the max. There's plenty of challenging game play, plus the levels are long and full of secret rooms. Although similar to Sonic, this game has its own uniqueness that makes it stand out above the rest. ,

JOE AND MAC - TAKARA - 8 MEG - 1/2 PLAYER - SEE REVIEW PG. 50-51



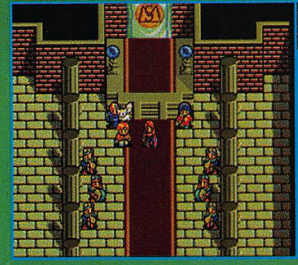
79% This game may be a couple years old, but it feels right at home on the Genesis. Takara has done a great job converting this game, preserving the great look and feel of the arcade original. The Genesis color pallette has been maxed out in this one and the option to take different roads makes it fun to play again and again. J&M is a little slow but very fun.

82% Fans of the arcade game will appreciate the Genesis version of Joe & Mac. The levels that were left out of the SNES game are back in the Genesis title and the animation, color and sense of humor that made the original from Data East an arcade hit are all there to the delight of Genesis owners. The arcade game is now considered an older title but the game concepts are as fresh as ever and Joe & Mac remains a classic.

80% I liked Joe and Mac on the SFC/SNES and I like the Genesis version just as much, if not more. One of the things that set J&M apart from other SNES games was its graphics, and Takara has done just as good of a job on the Sega game. Although J&M is not the most incredible game I've ever played, it was a lot of fun in the arcade and this version is just as cool. It even has the twirling arm attack from the coin-op. An impressive translation.

80% For those of you who never got a chance to play the SNES version of Joe and Mac, Takara has made an equally impressive version for the Genesis, complete with the awesome two player action from the arcade plus all of the levels that were missing from the SNES. All packed into an 8 meg cart. Although the music isn't the most impressive, the overall feeling from the arcade game is intact on the Genesis and fans of the coin-op should not miss this conversion.

LUNAR THE SILVER STAR - WORKING DESIGNS - SEGA CD - 1 PLAYER - SEE REVIEW PG. 48-49



98% Lunar is far and away the best RPG I have ever played in English. Everything is perfect, the graphics, the fighting engine, the music, and the story. Working Designs knows how to translate RPGs, and has converted this game so well that it is better than the original. Set aside a week this Chritmas and Escape with Lunar.

97% Lunar is a well conceived and executed RPG that will challenge even the best RPG players. Working Designs did well to decide and pick Lunar up and translate it for the American market. With the thin schedule of releases in this genre on the Sega CD, Lunar is going to be a welcome change for CD owners and one of the best games on the system in '93.

98% This is one of my favorite RPGs. If you can imagine a Sega CD version of Final Fantasy 2 (one of the best), then you've got a pretty good idea of what kind of game Lunar is. Lunar has a long and fascinating quest with plenty of catch-you-off-guard situations to keep you interested and coming back for more. Combine this with great graphics and an incredible soundtrack, and you've got a game that was well worth the wait.

95% Sega CD owners and RPG Gamers are in store for a big surprise. Working Designs has translated the greatest RPG of all time for the Sega CD and it is truly amazing. Imagine Final Fantasy on the Sega CD but with better graphics, music, and one of the greatest stories ever told, and you have Lunar. It is also one of the longest RPGs that I have ever played on CD. If you're a lucky owner of a Sega CD, buy it, and prepare to be blown away to RPG heaven.

SOLDIER OF FORTUNE - SPECTRUM HOLOBYTE - 16 MEG - 2 PLAYER - SEE REVIEW PG. 58-59



80% This is a welcome title in a category that is to often overlooked by developers. It's a little short, but so hard that it seems really long. The graphics, music, voice and sound effects are some of the best you will ever see and here, and the interaction when played 2 plyr. is excellent. This game deserves a sequel, I hope we see one.

80% Soldiers of Fortune is a solid 3/4 overhead shooter that will be familiar to any Amiga owners out there. The Bitmap Brothers are responsible for this one and, like so many of their previous titles, the attention to detail is fantastic and the game play is strong. SoF is a good addition to the Genesis library in a category of games that has not seen a whole lot of releases.

85% This is one of the better 2 player overhead shooting games that I've seen for the Genesis, or any other system for that matter. Although I like cute characters in games, I really enjoy the more serious types of games like Soldier of Fortune. The graphics have a high level of detail and the action is non-stop and really rocks. If you're into the Smash TV style of game, you'll love SOF.

82% Soldiers of Fortune is a really cool 2 player overhead action-shooter. Its got everything from creatures to carnage displayed in great graphic detail. What I really liked about this game was that it's not too easy, in fact, even with two players it has a high difficulty level. Soldiers is a unique title that fills a gap in the Genesis library and not only that, it's a blast to play.

TOE JAM AND EARL - SEGA - 16 MEG - 2 PLAYER - SEE REVIEW PG. 40-43



89% I don't find these characters, or the funk premise, desirable at all. I think a Heavy Metal premise would sell better in the nineties, not that I'm a headbanger dude. However, this is a great game. The play mechanics, graphics, layout, eye-popping color and length of the game put it in a category with the best in the action genre, and the injected humor is excellent. The level of creativity is amazing.

93% Ttttoe Jam...I've been waiting for this sequel for some time and I'm ready to put a little more funk into my game playing diet. TJ&E 2 has you trying to rid Funkotron of the human menace amid some of the best graphics, sound and unique game play that you'll ever encounter in cartridge gaming. Like the original, TJ&E 2 is a must buy for all Genesis owners.

90% Toe Jam fans rejoice. Toe Jam and Earl 2 is a big step up from the original. One of the things that made the original Toe Jam and Earl so successful was its funky humor and originality and the same can be said here. The sound and music is great, and the voice is excellent, but what stuck in my mind was how fun the game was to play. Bring on the 3rd.

88% The first Toe Jam & Earl was filled with originality and unique play mechanics that made it highly addicting and a blast to play. Hearing that a 16 meg sequel was on its way, I had high expectations of what it would offer over the original. I am happy to say this time Sega has outdone themselves. They took all the originality and humor from the first and brought it to the next level via side scroll instead of 3/4 view. Is it fun to play? Big time! There's plenty of challenge and it's really long. All I have to say is funky!

TREASURE LAND - INTERPLAY - 8 MEG - 1 PLAYER - SEE REVIEW PG. 52-53



87% When this game crossed my workstation I never thought I could like a game starring Ronald Mcdonald. But once I saw the Treasure logo I immediately changed my mind. Treasure Land, although geared towards a younger audience, is an excellent game. The play mechanics, control, graphics, color, music, and awesome special effects truly set this title apart. Take out Ronald and put in a cool character and you can ad ten points to my score.

92% I can honestly say that I have never even considered spending time playing a game based on the nauseating McDonald's characters. Treasure has managed to change that overnight with the release of Treasureland. Ronald takes you into some of the best Action/Platform gaming around and when the guys that did Gunstar Heroes are responsible, a good time is guaranteed for all.

89% After playing Gunstar Heroes, I was really curious to see what kind of job Treasure would do this time. Although I didn't get blown away like I was when I first saw Gunstar, I really enjoyed TL. This game has the wide appeal that a Ronald McDonald game should have with a look and feel that is fun and unique. It's amazing that Treasure can take a Character as weak as Ronald and make a game this good.

88% Treasure is on a roll with their second game for the Genesis. Don't let the fact that Ronald McDonald's the main character keep you away, because I can confidently say that as soon as you start playing you'll be impressed, and will forget that your playing as a chubby clown who's eaten one too many Quarter Pounders. This is one title that again pushes the limits of the Genesis in almost every way-just like Gunstar did. Don't even think about passing it up, because from beginning to end it's a winner.

DRACULA X - KONAMI - SPRCD MEG - 1 PLAYER - SEE REVIEW PG. 180



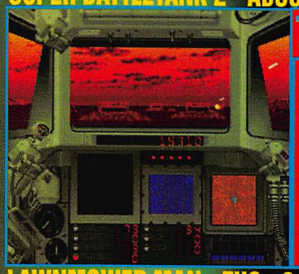
98% Dracula X is the perfect CD game. The graphics, music, length, and difficulty level are all perfect. And being able to find so many secret levels make this game totally re-playable. It's to bad it comes at a time when the DUO is dead. Games like this would have made the Turbo a contender. Games this good are one in a hundred these days. Konami excels on the PC Eng. CD.

97% Absolutely brilliant! If TTI had this game three years ago, they would be a major layer in America. Dracula X has everything you can hope for in a video game. A long quest, fantastic graphics and special FX and game play, like all of the Castlevania games, that is outstanding. For those of you who don't own the Duo/PC Engine CD, there is not going to be a better reason to buy one.

98% This is the best action game I've ever played on the PC Engine. The sheer variety in this game is amazing. There are plenty of huge, challenging levels with unbelievable bosses and the music is perfect, with its highly orchestrated version of classic Castlevania tunes. This game is better than Castlevania 4, which was my favorite SNES action game. This is now my favorite Konami game.

95% I wouldn't have believed it if I didn't see it with my own eyes. Dracula X is the best Castlevania since the incredible SNES Castlevania 4. This PC Engine CD game has everything that you would expect from Konami; huge bosses, tons of scrolls, and the famed Castlevania music, (brought to you in true Q Sound) that sends chills down my spine every time I hear it. If you own a Duo, buy the import-you won't regret it.

SUPER BATTLETANK 2 - ABSOLUTE - 16 MEG - 1 PLAYER - SEE REVIEW PG. 84-85



77% For a simulation, a type of game that I have never particularly enjoyed, this is a good game. The addition of the new viewpoints really helps this sequel. Also, the excellent digitized pictures do well in adding a sense of realism to the game. The addition of a more authentic looking play field and scaling hillsides would have made this the best sim. ever, but as it stands, fans of the genre should be stoked.

87% Super Battletank 2 is a great combat action/simulation game that is a major improvement over the original game. With some of the best cinema screens and digitized action seen on the SNES, SB2 is a must for fans of this genre and an unexpected pleasure for action gamers alike. Absolute has a winner in SB2 and a game that succeeds on all levels.

80% Absolute has now become the kings of tank simulations with their second installment of the Battletank series. If you're in to simulations and don't mind some intense shooting then you're gonna have fun. Now you can blast the bad guys without enlisting, and I'm pretty sure that the inside of a real tank may be way smelly anyway's. So if this is your thing then do it with Absolute.

81% The first Battletank was cool, but I was alway's craving an out of the tank veiw (Kid Fan likes the wind in his hair). Now with Super Battletank 2, not only do I get that, but there is now more enemies, line scrolls, better digitization and even more attention to detail. Here at GF I'm a regular war hero. Ten-hut K-Lee, now LTB!

LAWNMOWER MAN - THQ - 8 MEG - 1 PLAYER - SEE REVIEW PG. 88-89



79% At first glance this game may look less than spectacular but upon further investigation, I found that both the side scroll, and the first person gameplay is very enjoyable. The overhead portions are the only downfall, but they are few and go by fast. The 3D in Lawnmower Man is fast and smooth, and the music and digitization is excellent. A good overall movie title. Sequel? you bet.

76% Lawnmower Man has that distinctly European feel to it, with small, detailed objects, colorful backgrounds and many different play mechanics that alternate with the each level. The game, also in the European tradition, is very difficult and requires thinking and patience to make it through. The 3D levels are kind of hit and miss, at times being nothing more than a single color, flat plane zooming toward you, but LM is a strong game and makes good use of the movie license.

81% Lawnmower Man succeeds in giving you the feel of the movie. It combines average looking side-scrolling action with a surreal looking virtual world. Although I didn't like the graphics in the run and shoot levels, the smooth scaling and colorful VR worlds were very impressive. A little on the hard side, but cool none the less.

76% Here's something you don't see very often from THQ; amazing 3D that I thought would never be seen on the SNES, and without the use of the Super FX chip ! The music is almost as good as the movie. All in this 8 meg cart. Besides having great 3D, however, it's still very plain and simple in the action department and could be considered a little too difficult. It's good, but not great.

LESTER THE UNLIKELY - DTMC - 8 MEG - 1 PLAYER - SEE REVIEW PG. 92-93



80% Lester starts out as a dweeb and slowly throughout his adventure, becomes a cool guy. I found this an interesting departure from the norm and enjoyed helping him along. The control takes a little getting used to but once you do, this is a very addictive and easy to play game. It has good animation, colorful graphics, good sound and excellent color. Impressive.

76% Lester is not the type of game that you are going to rush out to get. But, some of the best surprises are contained in the most inconspicuous packages! Lester keeps you involved from beginning to end and it's a kick to see Les the geek become Les the sword-wielding bad ass. Give it a look, you won't be disappointed!

79% This game for me, suffers from average-itis: there's nothing really bad about it, but there's nothing really incredible about it either. I liked the way Lester controlled and the animation is great but, after I got over the newness of it, I found myself wanting faster action. This game I'm sure has its market, it is way cool, but just isn't for me.

78% Lester is an action game somewhat similar to Prince of Persia by way of the gameplay and character animation. The graphics and music are pretty standard stuff offering nothing new, although the gameplay is fairly unique and there's plenty of brain busting puzzles to figure out. What this game lacks in some areas it makes up for in character. Lester has a personality of his own and it's fun to watch him change from a sniveling nerd to a brave hero. If you like action games where the emphasis is more on thinking things out than punch and kick, give Lester a try.

LUFIA - TAITO - 8 MEG - 1 PLAYER - SEE REVIEW PG. 94



70% Lufia is a tad repetitious and the enemy characters are kind of hokey, but as an entry level RPG, or one for younger players, it is well done. During the fighting scenes you stand on top of your status window, this is weird. A good story and the incredible length make it worth your while.

68% Let me begin by saying that Lufia is a well done game. The problem is that it's the same ol' get your party moving, build up the hit points, little Japanese character type RPG game that we've been playing for the past 8 years. It's decent and can kill some time but there is nothing unique about it.

80% Taito is not known for role playing games, but Lufia may just make RPG fans sit up and take notice. The quest is pretty straight forward and is not overly complex, but it is involving and the fighting sequences do have a nice, smooth flow to them. The graphics are great and I love the music. I hope that this is just one of many RPGs destined to show up on the SNES.

79% I actually played Lufia all the way through. I think what kept me coming back was the amount of searching I had to do in order to complete a task, I love a challenge. Even though these aren't the geatest graphics, the detail is very good and the story is excellent. With the current shortage of RPGs taken in to account, I rate Lufia high . It's long and involving, and right now that's enough for me.

TERMINATOR 2 - ACCLAIM - 8 MEG - 2 PLAYER - SEE REVIEW PG. 90-91



74% This is a great translation of a game that I was never s thrilled about in the first place. These gun games are just to one dimensional for me, but if you like them this is definitely the best one. The graphics, music and digitization are excellent. And of course, Aunuld pops up everywhere." Daun't shoot me, ahm a movie stah"

71% T2, The Arcade Game gets strong marks for being a faithful translation of the arcade shooter but not for long term play value. I've never been a big fan of these "ducks in a row" type shooting gallery games and T2 does nothing to sway me from that opinion. Fans of the arcade game will find a lot to like here and it does give bazooka owners a reason to dust it off but I think I'll pass.

76% I've been waiting for the SNES version of T2 for a while now and, while the graphics are real close to the arcade, there is still something left to be desired in this game. I do remember the coin-op being a bit on the hard side but this one is even harder. The control is very good but it still gets boring very quickly. Enough with the gun games, if I never play another it will be too soon.

74% T2 tries to come close to the coin-op but falls short. It is very close in graphics and gameplay, but in some parts I could of sworn that the arcade version was easier. With the increased difficulty level, this cart definitely needs more continues and the music could have been better in some of the stages. It's great for SNES but it ain't the arcade version.

CYBERMORPH - ATARI/ATD - MANY MEGS - 1 PLAYER - SEE REVIEW PG. 166-171



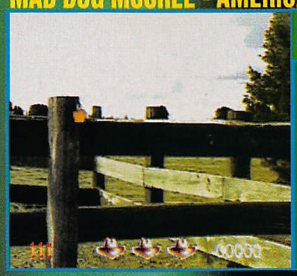
99% I can't believe that this is the Jag's pack in. What a deal! This is such a great game. The color is phenomenal, the control is the best I have ever felt and it will take weeks to beat. Each level is like a mini-game in itself. If this is the first generation then the Jag is my system. Atari, wherever you've been, it's nice to have you back!

96% Easily the best of the original Jaguar games, Cybermorph is a 3D, texture mapped tour-de-force with over 50 levels of real-world shooting that will have you engrossed in the action for weeks. Retrieving pods has never been this fun. This game is the free pack-in with the system and there has never been a better one. Atari has made a believer of me...Jaguar is on the prowl and the world of gaming will never be the same.

98% I must admit, I did not excpect one of the first Jag games to be this good. I'm a big Starfox fan and this game takes that idea and perspective to an entirely new level. You go anywhere you want, before, during, and after each mission to the point of almost feeling that you have really been there. It's hard to explain, but this game takes the word interaction to new heights. I hope this is the shape of things to come.

98% I can't believe this masterpiece is a freebie! Cybermoprph has got to be one of the most incredible games I've played to date. Not only can you go anywhere at any time, but the graphics and smooth real-time environment are truly mind blowing. CM has 50 worlds to experience and each level takes intense study to beat. Just imagine a smoother, more detailed Star Fox in a real world environment, that's all yours to explore, and you've got Cybermorph-the game every development house will be copying for years to come. I'm still blown away that I'm playing a game on an Atari system!

MAD DOG MCCREE - AMERICAN LASER GAMES - CD - 1 PLAYER - SEE REVIEW PG. 174



59% As far as graphics go MDM delivers, with the best full motion I have ever seen. But for a seven hundred dollar game system it should have perfect control and this game doesn't, not by a long shot. The cursor drags to the point of wanting to heave your controller then race back to the store for a full refund...pass.

36% What a pile! I did not buy my 3DO to play logs like this. Although the video is decent, the little hand icon that you move across the screen is a joke...making the game unplayable. I hope the games start coming quick. I need Total Eclipse, Madden and Monster manor, not a door stop like Mad Dog McCree.

54% I did not consider this a good game in the arcade but this 3D0 version needs even more help. First of all, the full motion video is not (or anywhere close to) the best on the 3D0 and then there's the play control. The on screen "hand" is so jerky that it is almost unplayable and the long term play value is just not there. Total Eclipse...PLEASE!!!

60% With the 3D0's full motion video capabilities, Mad Dog is one game that should have been identical to the coin-op, but it's almost as bad as the Sega CD version. The full motion is pixelized and the control bites big time-with the joypad , and where's the gun? I would recommend riding out the drought on this one until the next games are released.

VIEWPOINT GAME OF THE MONTH:
CYBERMORPH






In this game
it's either
them or you.



SOLDIERS $$ OF FORTUNE $$



You're a mercenary mowing down every diamond-spitting toad and back-flipping lizard freak in your path.



The gold you earn pumps up your character's speed, skill and weapon power.



Around every corner lurks another sleazeball with a bad attitude.



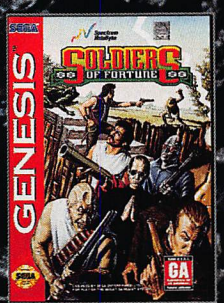
You'll need a partner to watch your butt. Recruit a friend or let the computer back you up.



Set up crossfires and ambushes, because teamwork is the only way to survive.



Do you have what it takes to face the Chaos Engine without being reduced to a charred pile of gristle?





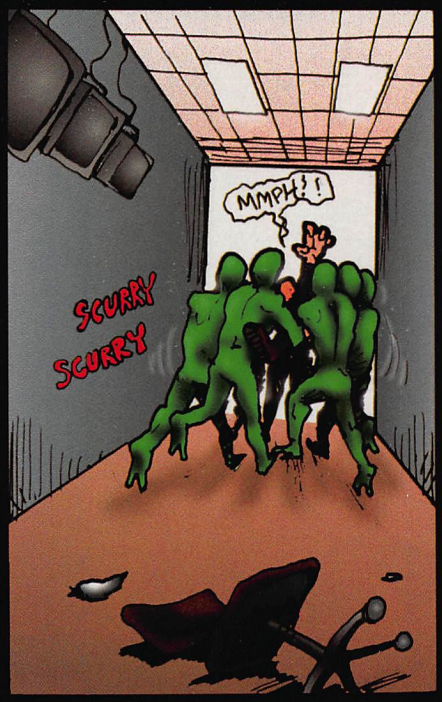
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THE ADVENTURES OF MONITAUR
MONITAUR, FOREVER DEDICATED TO PROTECTING VIDEO GAME PLAYERS FROM BAD GAMES.
SEEN HERE IS THE POSTMEISTER, DISGRUNTLED EX-POSTAL WORKER, EQUALLY DEDICATED IN HELPING TO PROTECT GAMERS EVERY WHERE. HE'S IN HIGH SPIRITS RIGHT NOW BECAUSE HE IS NO LONGER THE SIZE OF A HAMSTER! (AS SEEN LAST ISSUE.)
WELL, UNTIL MONITAUR GETS BACK I GUESS I'LL JUST GO THROUGH SOME OF THE MAIL AND, HEY, WHAT'S THIS?
AH, A NEW GAME. I DON'T THINK THE CHIEF WILL MIND IF I JUST TEST IT OUT. HM, DON'T RECOGNIZE THE COMPANY THOUGH.
BGM™ PRESENTS THE ABDUCTION©
AWRIGHT. LET'S POP THIS BABY IN!
SNAP
BZZZNT
KRAKK
BGM- PRESENTS THE ABDUCTION
RESET
HMM, KIND OF LOW-RES.
AAARRRP
AH JEEZ! NOW WHAT?!
OH I GET IT! "THE ABDUCTION"! CUTE. OK GUYS, YOU CAN STOP NOW. LISTEN YA LOUSY LOW-RES SPRITES... OOF HEY, AK UH!





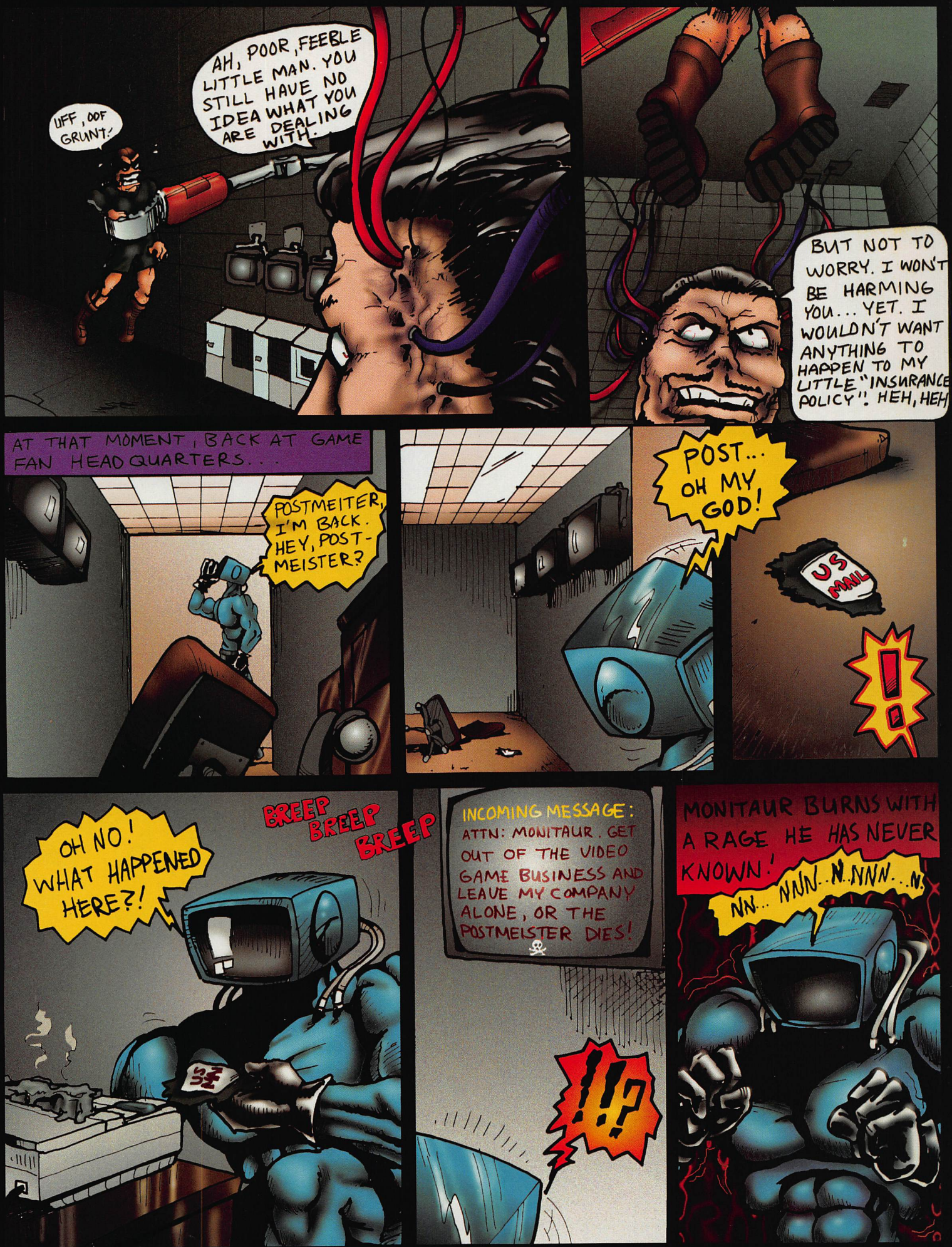
AND THEY ARE GONE AS QUICKLY AS THEY CAME. THE ONLY EVIDENCE OF THEIR PRESENCE NOW LAYS MELTING IN THE GAME SYSTEM.

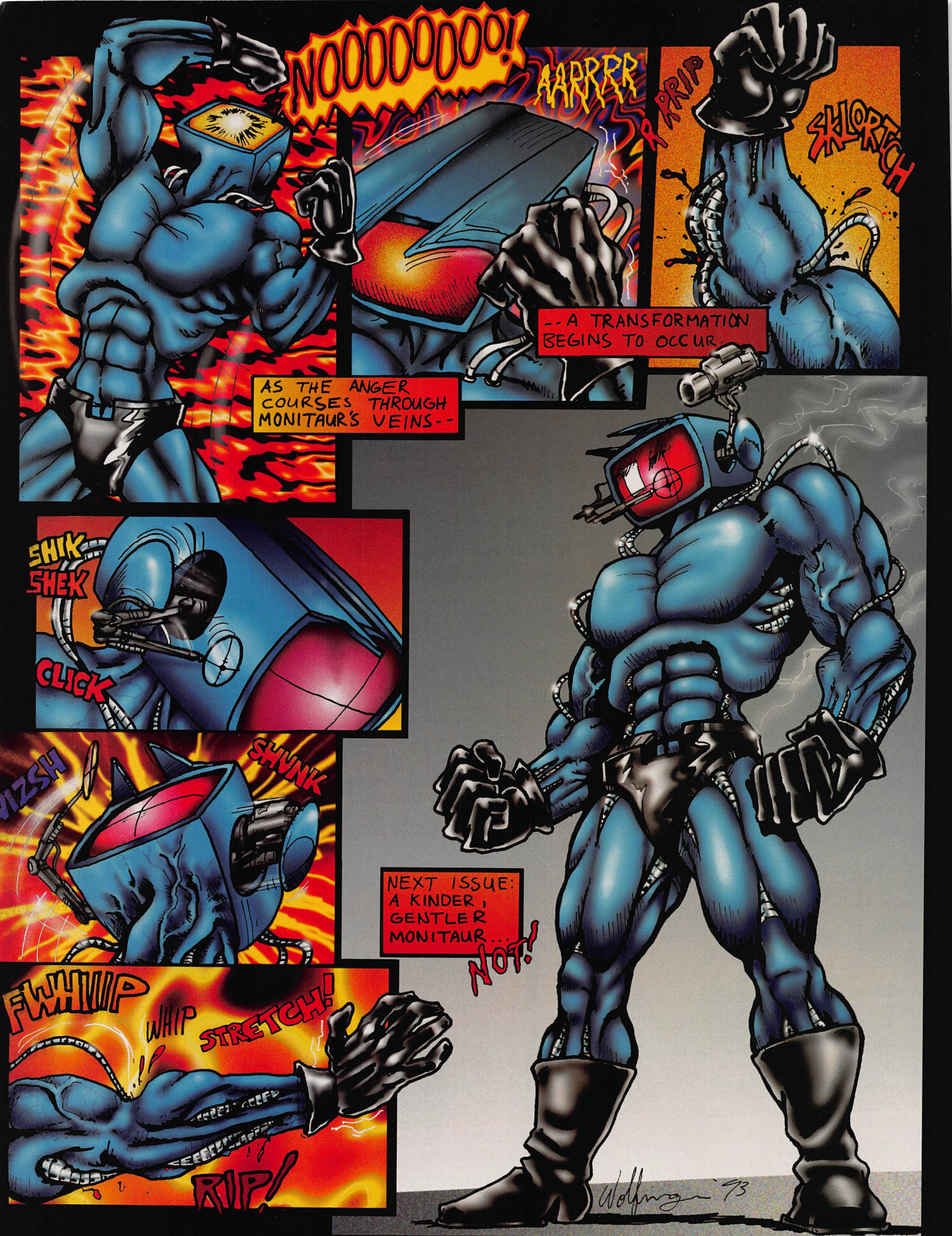
SOMETIME LATER...






WHY YOU MISERABLE STINKING PIECE OF .... THAT DOES IT!
DIS-GRUNTLE!
I GOT A GRUDGE TO SETTLE WITH YOU!
AHH, HOW AMUSING.
YAAAAAAAAAA!
LUNGE!
BUT SUDDENLY A PANEL SLIDES OPEN-
-AND SOME DEVICE ROCKETS OUT..
...AND..
WHIRR
VOOSH
CHOOM!
UHN!
KACHUNK!


UFF, OOF GRUNT!
AH, POOR, FEEBLE LITTLE MAN. YOU STILL HAVE NO IDEA WHAT YOU ARE DEALING WITH.
BUT NOT TO WORRY. I WON'T BE HARMING YOU... YET. I WOULDN'T WANT ANYTHING TO HAPPEN TO MY LITTLE "INSURANCE POLICY". HEH, HEH
AT THAT MOMENT, BACK AT GAME FAN HEADQUARTERS...
POSTMEITER, I'M BACK. HEY, POST-MEISTER?
POST... OH MY GOD!
US MAIL
!
OH NO! WHAT HAPPENED HERE?!
BREEP BREEP BREEP
INCOMING MESSAGE: ATTN: MONITAUR. GET OUT OF THE VIDEO GAME BUSINESS AND LEAVE MY COMPANY ALONE, OR THE POSTMEISTER DIES!
!!?
MONITAUR BURNS WITH A RAGE HE HAS NEVER KNOWN!
NN... NNN... N... NNN... N.

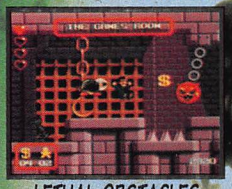

NOOOOOOO!
AARRRR
RRRIP
SKLORTCH
--A TRANSFORMATION BEGINS TO OCCUR
AS THE ANGER COURSES THROUGH MONITAUR'S VEINS--
SHIK
SHEK
CLICK
VIZSH
SHUNK
FWHIIP
WHIP
STRETCH!
RIP!
NEXT ISSUE: A KINDER, GENTLER MONITAUR...
NOT!
Wolfinger '93

SEGA™ PLAYERS... WELCOME TO THE FAMILY!

The Addams Family™



MORTICIA'S KIDNAPPED!



LETHAL OBSTACLES AWAIT YOU IN THE GAMES ROOM



AVOID THE DEADLY WEB OF TROUBLE



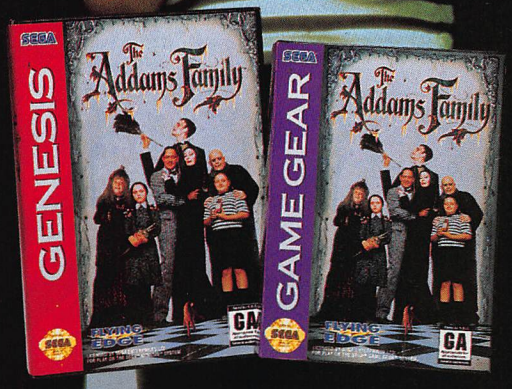
EXPLORE THE WEIRD WORLD OUTSIDE THE ADDAMS MANSION



IT'S THE FEZI-COPTER FLYING GOMEZ TO THE RESCUE!

Great Scott, man! Morticia's been kidnapped! It's up to the golf-ball-hurling, sword-fighting, Fezi-copter-flying Gomez to rescue her or she'll face a fate worse than life! Blood-curdling dangers haunt every spine-chilling bend, but with Wednesday, Pugsly and Thing around, help is always at hand!

So, for the kookiest, ookiest, creepiest Sega™ action... welcome to the family!



FLYING EDGE™

OFFICIAL SEGA SEAL OF QUALITY

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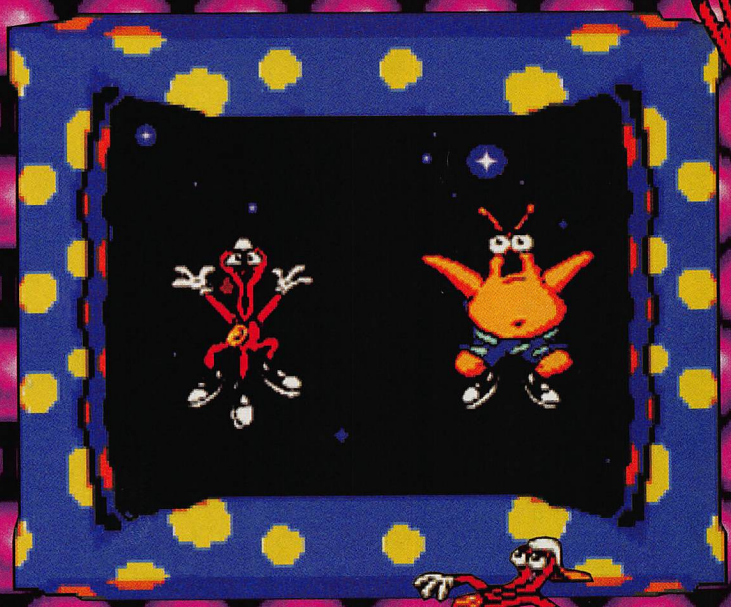

SEGA SECTOR
ToeJam & Earl in
PANIC ON FUNKOTRON
SEGA
1-2 PLAYERS
16 MEG AVAIL NOW
Put a Coin in the Coin Meter if you wanna JAM out.
Oh, wait a minute. I know you. You're TJ. aren't you the one that brought the Earthlings to Funkotron?
HAR HAR

HUMANS INVADE OUTER SPACE!!



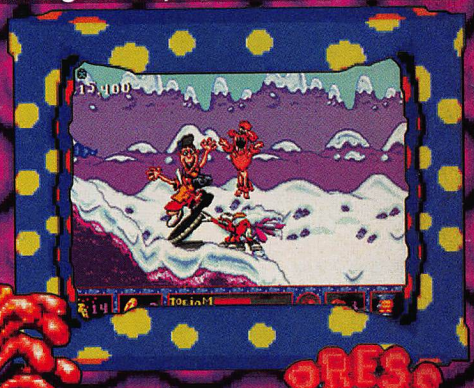
In our last episode, Toe Jam & Earl successfully escaped from the clutches of a cast of crazy humans after crash landing on the planet Earth. Genesis owners who braved that entire quest no doubt remember Toe Jam & Earl for two things, it's funky musical score and its unique play mechanics, where perfect strategy was the only way to get the pair home to, where else?, Funkotron. Since those early days of 16 bit titles the Genesis has come a long way. How do you incorporate those same traits in to a side scrolling action game in 93 and make it as much fun as the original? That was most likely the question facing the creators of TJ & Earl and, what they have come up with is masterful. The story begins where the last game ended, with Toe Jam & Earl back on Funkotron after their narrow escape, but there's a problem. It seems that as the pair lifted off they had some stowaways and now crazy humans are causing havoc on Funkotron and driving the locals nuts. Since TJ & Earl are responsible for this fiasco it is now up to them to rid the planet of these pesky freaks. The goal in each level is to jar all the humans as you interact with the inhabitants of Funkotron, solving problems and finding clues, making this almost an action role playing adventure. Getting these freaks into the jars is the hard part. The humans in the game include the infamous boogie man, fat ladies with poodles in tow, pesky (and fast) kids, demon flying cows that enter your body and possesses you, Jack Hammering muscle men, fat fairies, ducks on magic carpets, shutter-bugs with a blinding flash and the toughest of all, a naked guy wearing a cardboard box and singing Figaro. You can throw jars up and down while jumping (learn this tactic well) as well as left and right. Each human requires a certain strategy to bottle while losing minimal or hopefully no energy. Your lives are minimal and you must complete two levels to get a new password, and these are long levels. Even if you die right at the end of the second level in a scenario, it's all the way back. So do everything in the level and go for one ups.This brings me to my next point. The level of interaction in this game is second to none and is what ultimately sets this title apart in a class by itself. There is so much to do. You can grab almost every tree and give it a shake, sometimes a gift may fly out, but it could also be an old tire or a bowling ball. So move out of the way quickly or ya' might get conked on the melon. You'll also find "press me" signs and parking meters, these often work in












37,200
130,000
PRESS
39,100
14
0
ToeJaM
Earl
5
0
97,600
101,500
97,000



timed patterns and when utilized lead to especially useful goodies like the Funk Vacuume or the Panic Button. You also interact with the inhabitants of Funkotron throughout your adventure, jamming out for funk points (good rhythm is a must here), dropping by a house and ringing the bell, or running across a friend who needs your help or has a clue.This is all done exceptionally well with great detail and a great sense of humor. The graphics (as you can see) are excellent and if you're into Rap style tunes (I am not) then you will love the music. To explain the entire game would take way too long but there is much much, more, so I'll leave the rest for you to discover. All I can do is strongly recommend this title to Genesis owners of all ages. It is not only completely unique but it is extremely long and totally addicting. This is everything a sequel should be and so much more. Don't miss out on the fun this December. *- E. Storm*



ETERNAL CHAMPIONS

It seems that in the nineties, to be reckoned with you need a fighting game.....a good fighting game. One that uses six buttons, has easily executed super human moves, preferably some fine women, maybe a mutant or two, a lot of animation, and good music. If you can put all of that together, with a little luck, you might just have a hit on your hands. On the flip side, if you miss on any of the above, gamers will simply pass on your title and continue to pound away at the undisputed champion of all fighting games, Street Fighter 2. Sega's entry into the field, Eternal Champions, does a lot of things right, but does a few things (major things) wrong. In an effort to be different they have done so much to this game that the actual fighting itself has suffered. Things like room modes where you can design your own death match, and so many options that you need a map to get around the game, use up valuable memory. Memory that could be used for music or background animation and color. Hey all we want to do is fight, give us the moves to study and the ability to do combo's and we'll be happy. What's right about Eternal Champions are the characters and the animation, both of these are done to perfection. What's wrong about Eternal is the fighters are unevenly matched, getting thrown back two rounds when you lose, the awful music, and the glitches. For instance, I beat the entire game with Storm by consecutively hitting fierce punch and holding diagonally down. The only character that didn't work for was Slash, so against him all I did was hit him once and then back up as far as I could, he just sat there and never attacked, the time ran out and that was that. I win. Then once you do get to the last guy, you get to fight him once. If you lose all is lost and it's game over, the desire to play again kind of fades at that point . VS mode is OK, but if you turn off the Inner Strength option and use Storm, just keep using the disappearing spell and you'll win every time. Unless you fight with the Inner Strength on, it's totally unfair. But with it on, the good moves are limited, so its really a no win situation. On top of all this the music is beyond bad, and in a 24 meg game that is inexcusable . So Eternal Champions ends up being pretty to look at and has some interesting features but that is about it, as a hard core fighter it falls way short. *- E. Storm*

Shadow



Flying Mine Uzume



H. Jump Angle Kick



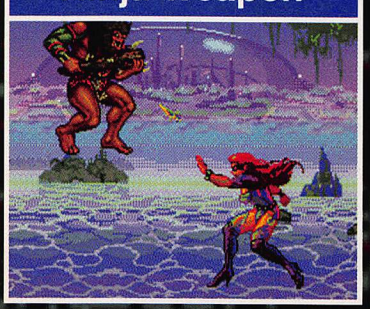
Ninja Weapon



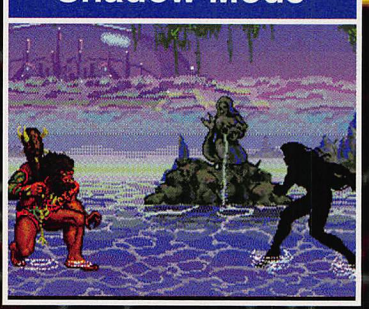
Name: SHADOW YAMOTO • Occupation: Corporate Assassin • Time Period: 1993 A.D.
Fighting Style: Taijutsu (Ninjitsu) • Favorite Insult: "Coward!"

Biography: Shadow was the best corporate assassin in the Black Orchid Corporation. She performed many tasks including individual elimination jobs and ending large corporate takeovers. She never thought much about the morals of her occupation until she learned that if a job was not completed to corporate satisfaction, she, too, would be eliminated. When she realized the value of her own mortality, she could not bring herself to kill others. Because Black Orchid did not allow resignations, they arranged her fall from the 101st floor of the office building. This stopped her from telling the world about Black Orchid and other corporations like it, with their dark secrets, of corporate espionage and hired killers. Special Moves: Shadow Mode - Cloaked in darkness, Shadow becomes unstoppable with her namesake move. Twirling Fan Attack - Shadow falls head over heels for the enemy in this attack. The move ends with a swipe of her razor-sharp fan.

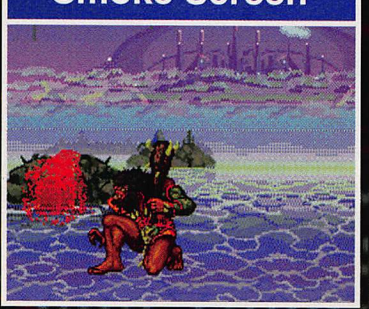
Ninja Weapon



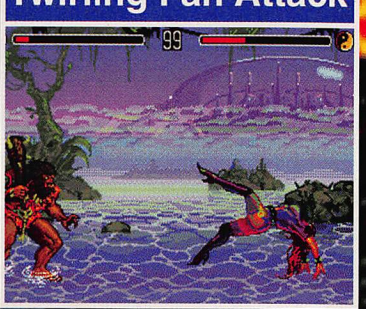
Shadow Mode



Smoke Screen



Twirling Fan Attack



Bedazzle



Ceiling Ram



Dispell





Midknight

Name: MITCHELL MIDLETON KNIGHT (MIDKNIGHT) • Occupation: Bio-Chemical Scientist
Time Period: 1967 A.D. • Fighting Style: Jeet Kune Do • Favorite Insult: "Weakling!"

Biography: Born in London and living in the States, Mitchell was one of the best bio-chemical scientists working in the intelligence community. Mitchell was on loan to the CIA from Interpol to develop a bio-chemical weapon - a virus - that would eventually end the Vietnam War. The plan was to introduce this virus into the water supply of the enemy, but Mitchell wouldn't stand for that much human destruction. So, he stole back the formula for the virus and fled back to London. Unfortunately, Mitchell was cornered at the airport by both Interpol and CIA agents. During his escape attempt, Mitchell fell from a nine story building into a chemical storage vat. The force of the impact ruptured the seal on the vial containing the virus. The mixture of the virus and the chemicals created an unforeseen result. Mitchell was mysteriously transformed into a vampire - like creature. Special Moves: Life Drain - Midknight can absorb energy with contact, siphoning precious life away from foes. Mist Attack - With this move, Midknight turns into vapor and attacks the enemy from above. He is invincible while in this form.

Flying Wall Smash



Life Drain



Mist Attack



Overhead Stomach Punch



Xavier

Attract & Smack



Confusion Spell



Dragon Trap





Name: XAVIER • Occupation: Warlock / Alchemist • Time Period: 1692 A.D.
Fighting Style: Hapkido Cane Fighting • Favorite Insult" "Simpleton!"

Biography: Xavier always made poor career choices. After a failed blacksmith job nailing horseshoes to the mayor's prize horses, it was time to change jobs again. Because his only love was science, he decided to try his hand at Alchemy. His goal was to crack the age-old formula for changing lead into gold. And, after a long intensive study, Xavier ended up finding not the formula for gold, but a way to create an unlimited clean - running source of energy. This new discovery gave Xavier a great power. But, before he could begin to use this power and document it for future generations, the people of Salem burned him at the stake - believing he was a Warlock. Though some of Xavier's powers were mistaken for witch-craft, they were all based on real science. Special Moves: Dragon Trap - Xavier's powerful Dragon cane traps the victim and holds them for the ensuing attack. Identity Change - This powerful move changes the opponent into another entity entirely, and creates mass confusion.

ID Change



Midas Touch



Snapback



Swap Spell



Larcen



Air Sweep



Ceiling Crawl/Drop



Long Dist. Sweep



Name: LARCEN TYLER • Occupation: Ex-Cat Burgular • Time Period: 1920 AD • Fighting Style: Praying-Mantis Kung Fu • Favorite Insult: "Punk!"

Biography: Larcen was born in an era of crime bosses and street lords and grew up idolizing many of them.

Power Sweep



Reflect Back Projectile



Sail Throw



Swinging Hammer Fist



R.A.X.



Air Jets



Cyber Kick



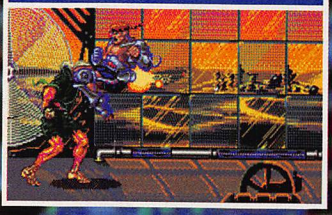
Cyber Punch



Name: R.A.X. Coswell • Occupation: Cyber-Fighter • Time Period: 2345 A.D.
Fighting Style: Muai Thai Kickboxing • Favorite Insult: "Wimp!"

At one time Coswell was one of the best kickboxers, but human competition became less and less exciting due to Cyber-Fighting.

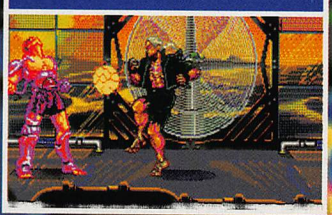
Jet Knee Smash



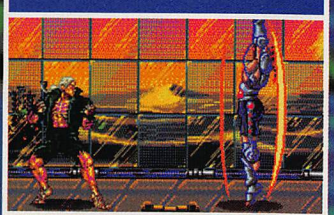
Lock & Load



Overload



Turbine



Slash



Bat Back Projectile



De-Claw



Double-Footed Swing



Name: SLASH • Occupation: Early Man Hunter • Time Period: 699 B.C. • Fighting Style: Pain
Favorite Insult: "Bum!"

Biography: Slash was always advanced. He was the greatest hunter and the best fighter of his generation.

Massive Club Swing



Power Thud Club Swing



Running Head Butt

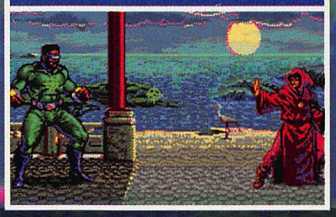


Spinal Crush



Blade

Backfire



Power Drain



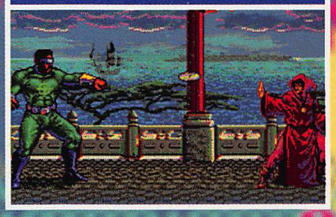
Personal Shield





Name: JHNATHAN BLADE • Occupation: Bounty Hunter
Time Period: 2030 A.D. • Fighting Style: Kenpo • Favorite Insult: "Loser!"
Biography: Born in Syria and raised in Africa, Blade was dedicated to the extreme, working in some of the meanest parts of New Chicago.

Straight Blade



Stun Beam



Tracking Blade



Wild Fury Attack



Trident

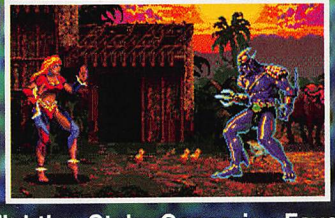
Bio-Drain Field



Bio-Stun Field



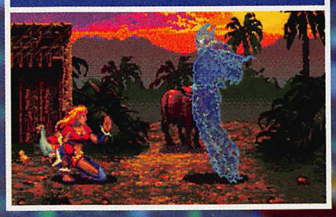
Depth Charge Field





Name: TRIDENT • Occupation: Gladiator • Time Period: 110 B.C. • Fighting Style: Capoeria • Favorite Insult: "Freak!"
Biography: Trident, named because of the trident that replaced his hand lost in battle with a shark, was genetically engineered to be a gladiator during the age of Atlantis.

Liquid Mode



Plasma Bolt



Repulser Field



Sliding Spinning Triedent



Jetta

Bladerang



Ceiling Grab



Moving Corkscrew





Name: JETTA MAXX • Occupation: Circus Acrobat • Time Period: 1899 A.D.
Fighting Style: Savate • Favorite Insult: "Pig!"
Biography: Jetta was always a rebel. As a youth, she changed her name to Jetta Maxx to sound more like a performer.

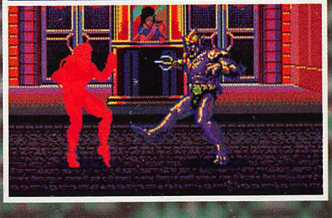
Flying Choke Hold



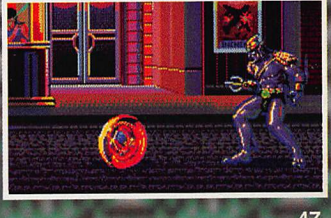
Phase



Resonate



Ricochet











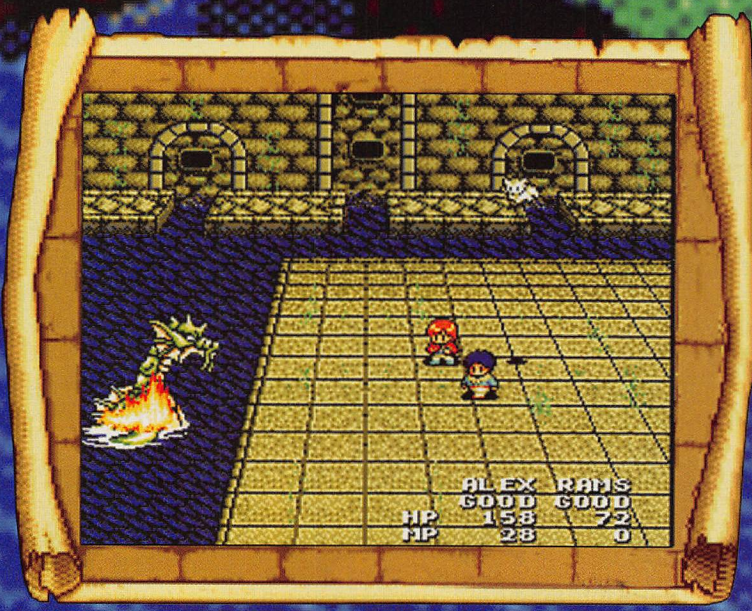
LUNAR

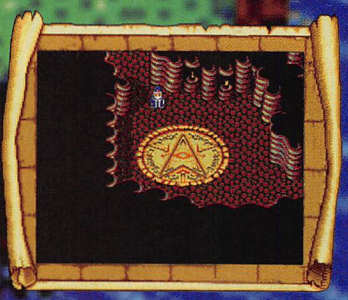
THE SILVER STAR

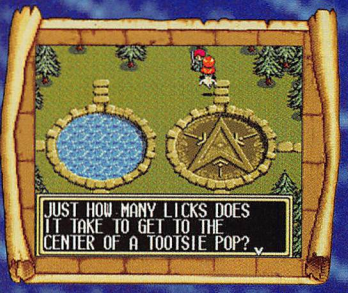
Sega CD owners starved for rpg's should be playing Lunar the Silver Star about the time this issue comes out. So how do you like it? If you're like thousands of rpg players in Japan then you're probably having quite a great time. Believe it or not, Sega of America thinks that rpg's aren't viable in today's market and, makes bringing them out a hassle for developers, so, if you want to see more, drop them a line, to you, they will listen. We have covered Lunar now three times, so, if you are a regular reader, you are probably familiar with Lunar by now. If not, than let me tell you, if you're into rpg's and own a Sega CD, this is it! In fact, along with the original Y's and Phantasy Star2, I would have to say that Lunar is one of the best rpg's ever. The music alone is reason enough to own this game. It is almost magical. Besides that, the fighting engine and story line are among the best in





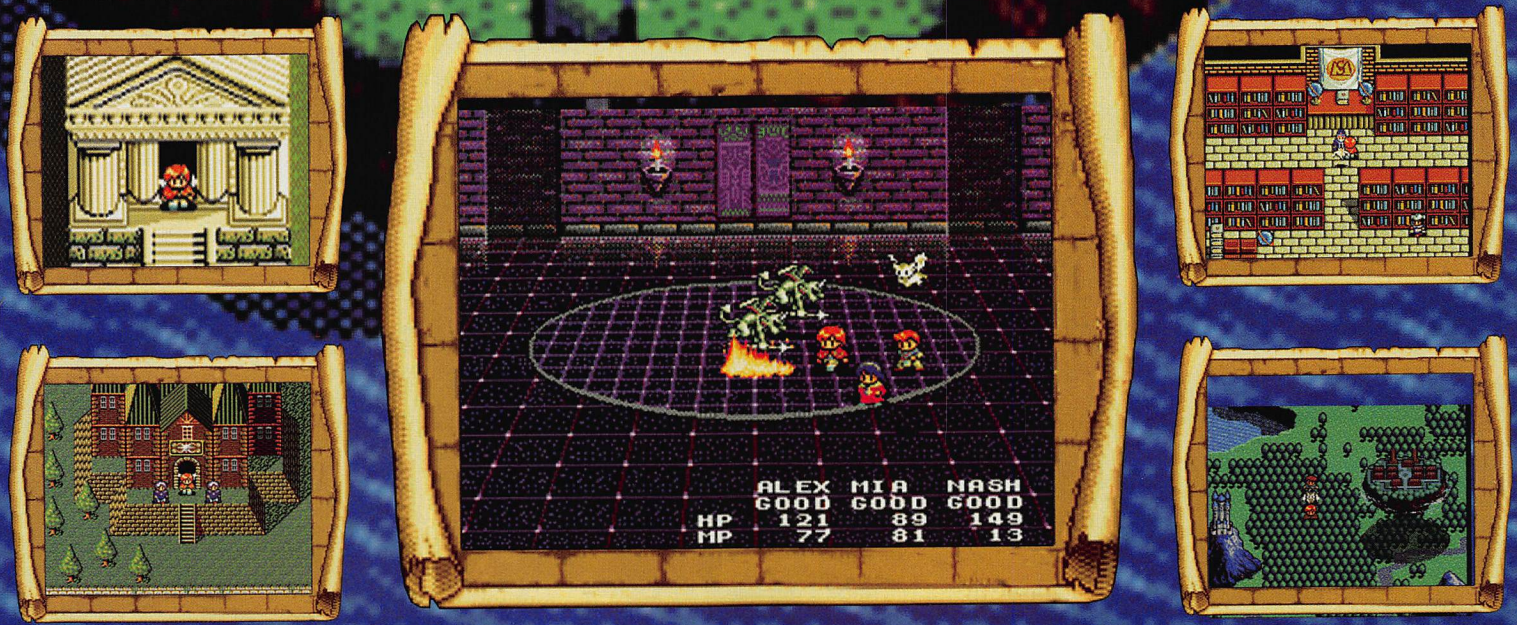








the genre, and the translation (both voice and text) has been done perfectly by working designs. Working Designs next Sega CD title will be Vay, another great rpg. So, get ready for more of the same, very soon. These rpg's, as far as I can see, are the best reason to own a Sega CD. Let SOA know that and more will surely follow. Maybe 3x3 Eyes!..... *- € Storm*



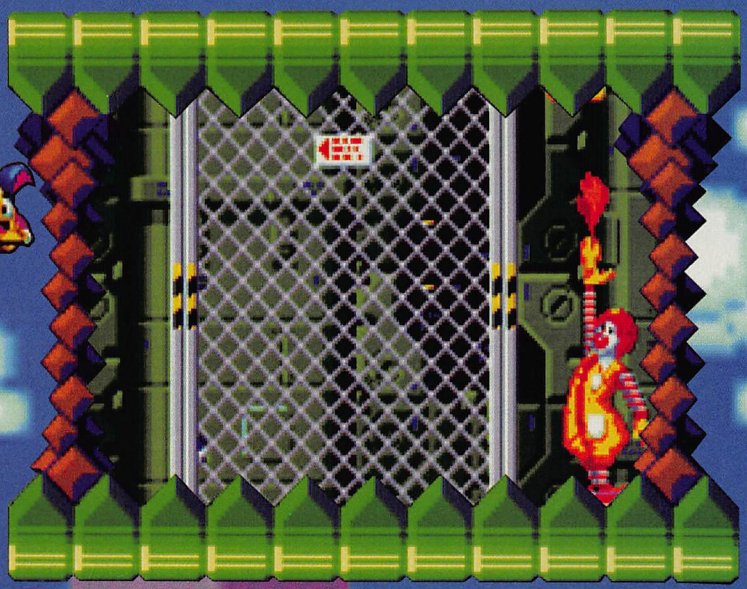


Lets face it, it's hard to resist Joe & Mac. Especially in an era where interesting characters are as scarce as a good deal on a used car. Even though it is a product of the older and more basic coin-op era, its huge dino sprites and overall humor help it remain viable in the nineties. This new version by Takara for the Genesis features 100% of the arcade ingredients, nothing is missing, as was the case with the SNES version of '91. I'll admit that with all of the advancements since its inception, Joe & Mac does seem a little slow and basic against other new more sophisticated programs. At the same time it is still a very fun, excellent looking and quite challenging game, not to mention that it is still one of the funnest 2 player games around. Takara has done a great job in translating Joe & Mac to the



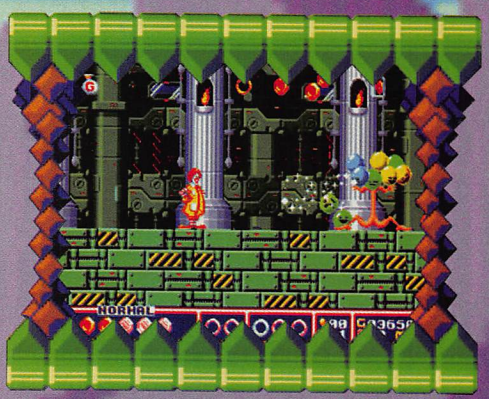
Genesis as the graphics (except in the river level), music and control are all 99% exact to the original. So if you're A, into the Dinosaurs thing; B, a fan of the original; C, looking for a good two player game; or D, like short squatty and probably smelly little cave dudes; then check out Joe & Mac and help reunite two funny little cave dwellers from BC with their kidnapped cave babes. Hey, it gets cold on the tundra! -E Storm





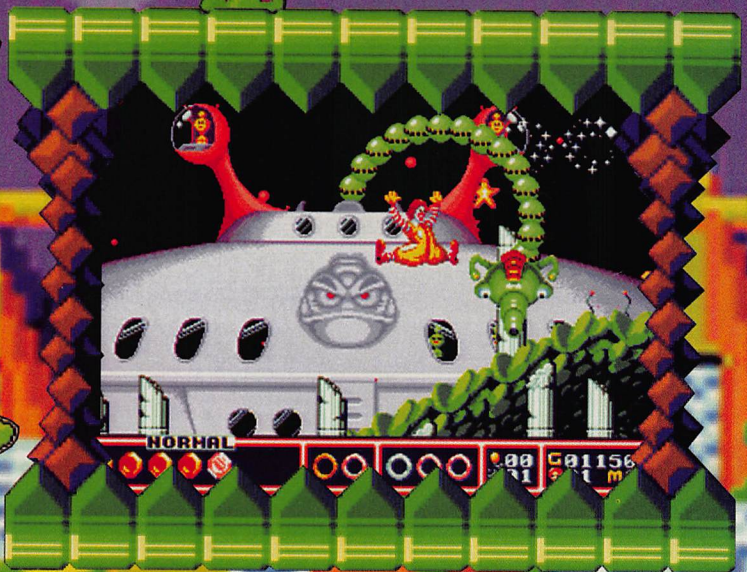
OK, I'll admit, Ronald McDonald is a total freak. Why he is in a video game is beyond me, however, I cannot deny that this is a great action game programmed to perfection by the wizards at Treasure. Once you get beyond the whole McDonalds thing the fun can finally begin, and begin it does. On the other hand maybe you really like Ronald, just the thought of him takes you back to your childhood, with visions of Mom pulling up to the golden arches in the family wagon, all set to grub on an entire meal for about a buck a head.....na, the dude is a dweeb, so we shall now, move on. Although most will classify this title as one aimed towards kids, it has all the ingredients to make it a great action game for all ages. Treasure Land features special effects and programming touches seldom found in even the best of games, it has great music and it is one of the most fun games I have played on the Genesis. The play mechanics are first rate. Ronald uses a rope of handkerchiefs to make use of hooks every where, shoots magic, and is animated perfectly. The color in treasure Land is another eye opener, I can't remember ever seeing better use of 64 colors. The bosses are equally impressive, they are almost all huge and animated incredibly. Therefore, the only draw back is Ronald. In Japan, where this game was originally designed, by Treasure for Sega of Japan, Teriyaki burgers and Rice burgers (rice cakes replace the bun) are on the menu, but even there, Ronald is considered somewhat of a geek. So, why make a game? Well, I guess if big Mickey D's wants a game, then the Yen talks and Sega rocks. It took Treasure to make it great, and great it is. Believe it or not, this game comes highly recommended. *- E. Storm*







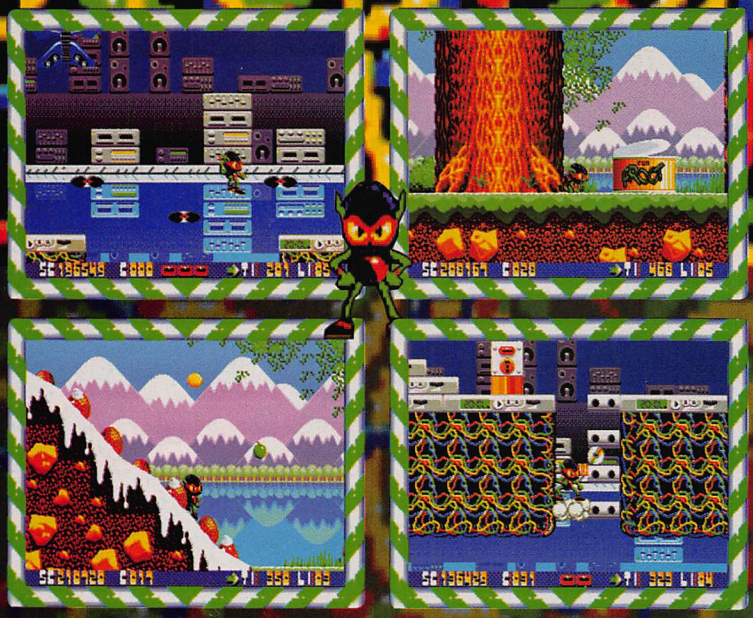





NORMAL
GOAL
PAUSE

GAMETEK · 1 PLAYER · 8 MEG · DEC.

ZOOL



Looking for some fast action on your Genesis? If so then look no further than Zool, Gameteks new fast action game starring Zool, the ninja from the "nth" dimension. Zool has crash landed on a world controlled by the evil "Krool" and his armies and no attempt to rescue him can be made while the vortex remains. This imaginary world is both colorful and unique to the action game genre and, while it is somewhat cute, Zool himself is wiry enough to keep the game interesting. Neither a Sonic or Mario clone, Zool is a completely unique game, everything about it screams originality. Most importantly though, Zool is fun. The game has excellent music, great color, and once you wire it, great controls. The first time you play, you might find yourself going a bit crazy with Zool,...he's fast! He climbs walls , he slides and kicks, and he shoots. Once you learn to contain him however, you will find a cool action game, with a distinctly unique feel. We'll have a full review on Zool, next month. - *Storm Out*







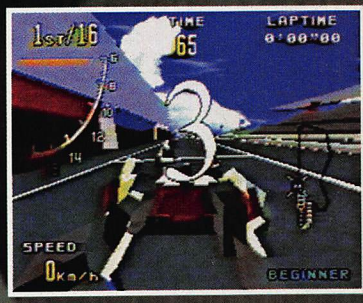


Virtua Racing V.R.









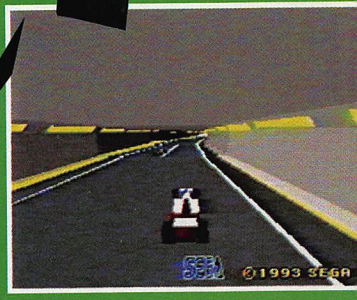




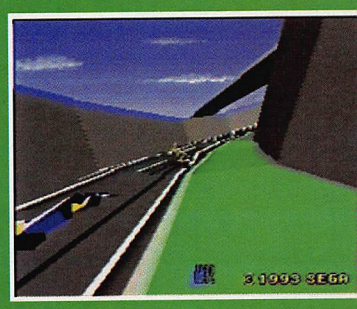
One of the most eagerly anticipated Genesis games ever has got to be Virtua Racing. Not only is this one of the biggest arcade drivers ever, but it is also the first Genesis cart to use Sega's DSP, the incredible new chip that makes this amazing achievement possible. This first DSP offering will run consumers in the neighborhood of 100 dollars, however, Sega plans to release a stand alone DSP module, which houses the DSP, in the future (for around 50 dollars). This will bring the cart price down to current standards. What this chip can do is truly amazing. When you see V.R. for the first time you may not believe your eyes. For example; if you ran the coin-op and the cart side by side and stood back about five feet, you couldn't tell the difference. Its that good. So what's next you ask? So far we know of a sports title, a tank sim. and Virtua Fighters. So, for the year prior to the Saturn, Sega will continue to dazzle us with the Genesis, a system that has turned out to be much more than anyone ever thought and is destined to become a hardware legend. Just between you and me, with the DSP, the Genesis blows away the Sega CD, a system that may never live up to its hype. V. R. will be available March 94. *-E. Storm*











High Seas Havoc

It would seem that nearly every company is developing or has developed a game to compete, in that oh so lofty genre of small character action games, with Mario and Sonic. Let's see, there's Bubsy, James Pond, Sparkster, Rockey Rodent, Aero the Acrobat, Socket, Spot, Awesome Possum and now Havoc, Data East's new character who stars in a the all new adventure, High Seas Havoc. Some of these games totally measure up and will go on to see huge success and countless sequels, while others never really seem to catch on for one reason or another. I would have to say that Havoc will no doubt be among the successful as this game puts enough new,



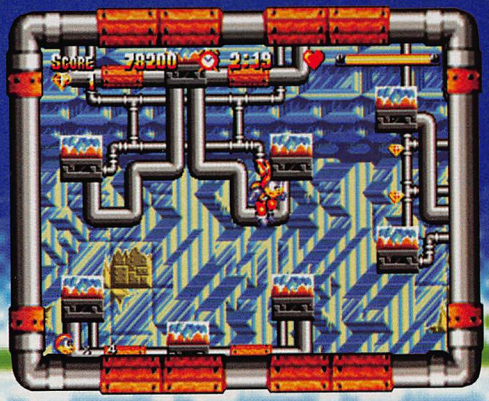
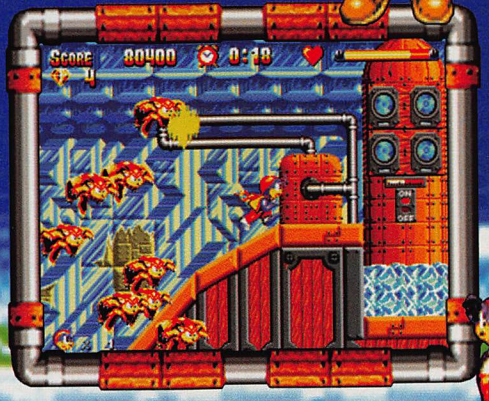
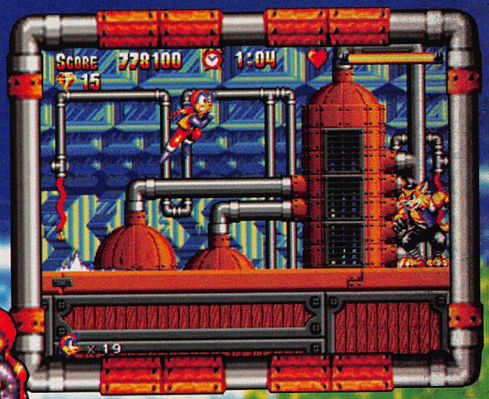


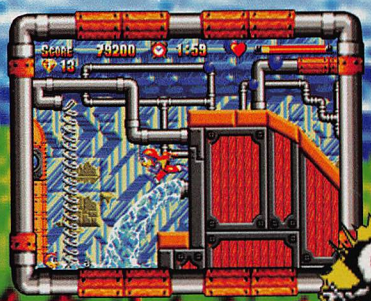
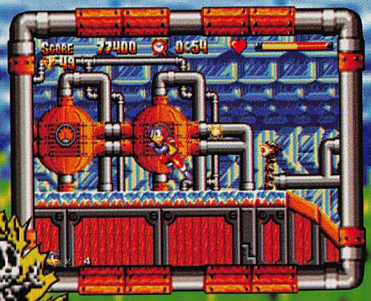
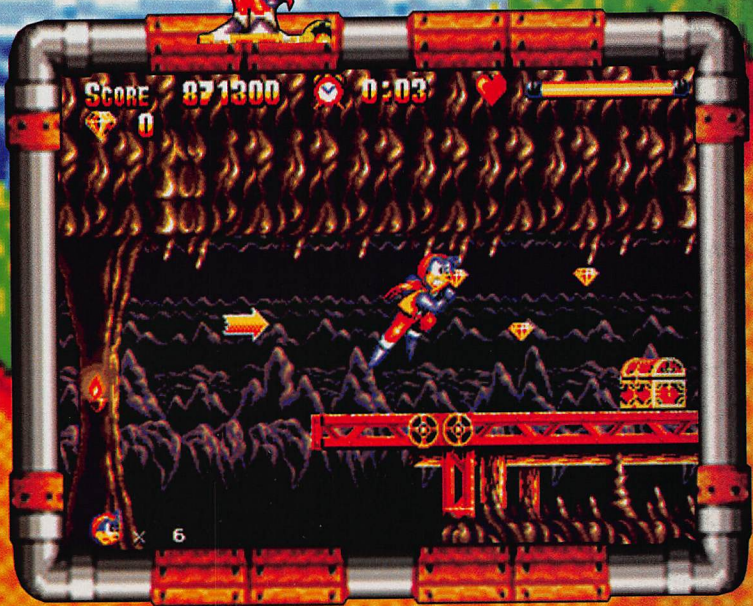



with a tried and true older formula, to successfully deliver a unique feel all its own. So what's new you ask? First there is the character himself. Havoc moves very fluidly and possesses the extra animation that is so necessary for a character to succeed in today's market, such as balancing on a ledge, getting impatient, getting hurt, or executing moves like jumping, landing and rolling. Second there are the graphics, (both in the characters and the levels themselves) and the control. The artwork in High Seas is excellent with highly detailed backgrounds, foregrounds, enemies and bosses. The color is also excellent, as with Sonic you never get that feeling that more color is needed. When used properly 64 colors looks pretty impressive. The control in High Seas is also very good, it's easy to just exit a level, but the best gamers can find platforms in the sky (where one-ups are plentiful) and hidden stuff on the ground, as many walls aren't necessarily dead ends. Diversity is also important and you'll find that here as well. With each level comes totally new graphics that require a variation on the player's skills, so you won't find yourself getting bored. In fact as far as difficulty goes, I would have to call this hard. You will need to memorize a series of patterns in the later levels to make it to the boss and then the fun really starts. The bosses in Havoc are excellent and never repeat. And finally, High Seas has good music, and excellent samples. Other extra features include bouncing on drums, a mid air attack and a great opening sequence. From beginning to end this is a solid package with everything it takes to succeed in this great genre. I'm quite sure that many sequels will follow. *- Takahara*



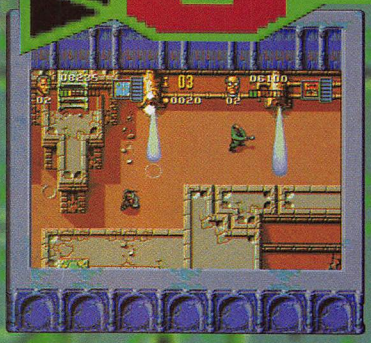


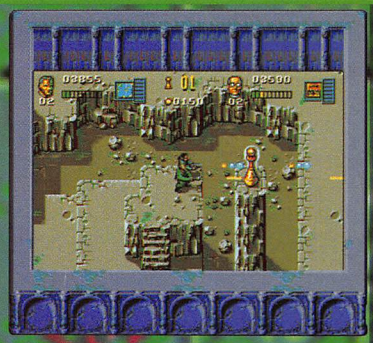








SOLDIERS OF FORTUNE



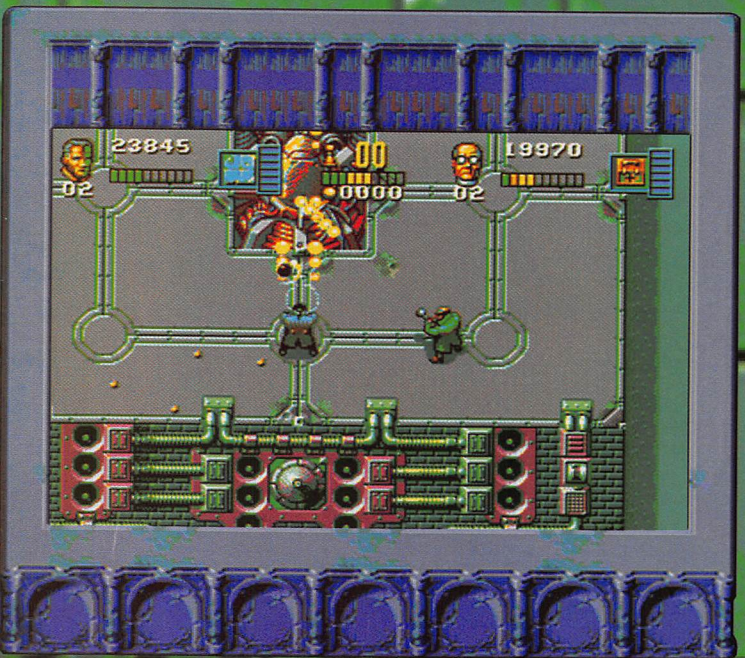


If there is any genre of game that is to often overlooked, this is it. The overhead action game category has to this day barely been nicked. If, however, you are a fan of these as I am then Spectrum Holobyte has a short term answer called Soldiers of Fortune. Choose from six nasty mercs, Mercenary, Gentlemen, Scientist, Thug, Navvie or Brigand and then it's off to battle the Chaos Engine, a bio- genetic computer gone mad. What strikes you first about SoF when you begin playing is the incredible detail. Everything from the bubbling slime pools, to the explosions, to the actual characters, is ultra high resolution. These are some of the most detailed graphics I have ever seen on the Genesis. The music is good too, it's kind of techno with a rough edge. The game is made up of four areas each with three parts. To successfully clear a level you must activate a certain number of beacons and then find the exit. This is made difficult in more ways than one. As the game progresses the enemies become smarter and tougher, and the path to the exit becomes more and more complex. Along the way each character can find and make use of his own special weapons. Between rounds you can tailor your mercs abilities with the money you pick up during the level. The control and collision detection are pinpoint accurate and the difficulty is set on high. You also get a much needed password at the end of each level. In closing, I can only say that this is a well put together overall package. In fact, in this category for the Genesis this is the best game available. - *E. Storm*

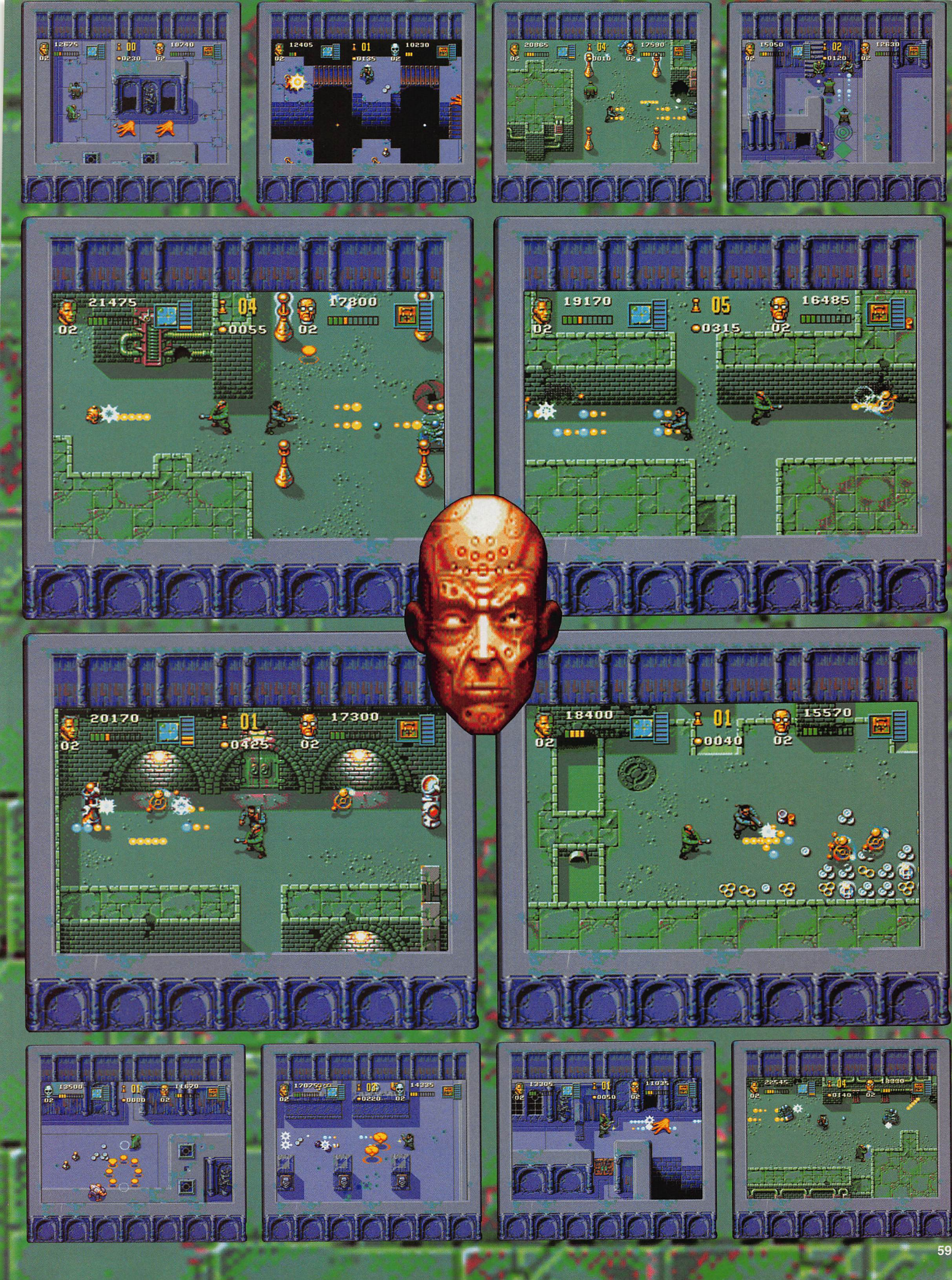











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blades of Vengeance

For those of you who still enjoy the old medieval hack 'n' slash, but at the same time want some platform action and play mechanics, EA is readying Blades of Vengeance (sounds like a hockey game, eh?). In this one or two player action title, you can choose from three characters; a wizard (whose staff makes an excellent long range weapon), a barbarian (he is the strongest of the three) or a female warrior (barbarianess?) who is the most nimble and definitely the nicest to look at. The game itself, except for the ability to power up your character, is your basic side scroll action platform with smaller enemies popping up throughout each level and then, of course, an end level guardian. The characters are drawn well and animated sufficiently but the backgrounds lack a bit with limited color and only one scroll. The music in the game is also decent but leans a little towards that familiar roughness associated with a lot of EA's titles. The whole game has that distinct American programmed feel to it, not that this is a bad thing but, if you like your action more in the vein of Sonic, Gunstar, Mario etc., this one may seem a bit clunky. However, if you still lean towards the medieval theme, then Blades of Vengeance should fit nicely into your holiday game play schedule. - *Kid Fan*

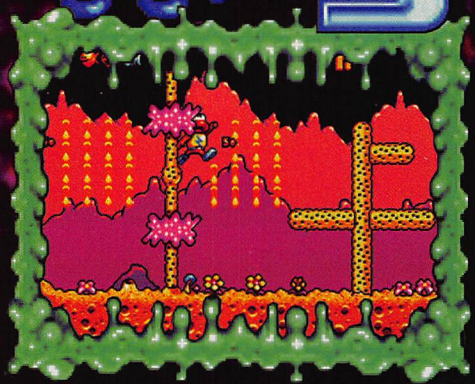




The second installment in the Chester Cheetah series is already upon us, the Wild Wild Quest. In this all new adventure you will guide a better drawn and animated Chester through a series of locales throughout the United States. If you played the first installment you are most likely familiar with the quirks associated with Chester. This is one of those games that you have to adjust to. At first, the control may seem hopeless, but after further investigation you'll find yourself thumping enemies and scarfin' Cheetos. It definitely takes some getting used to, but once you do, the control is pretty decent, but this still is not a "tight' game. Those of you who enjoyed the first Chester will no doubt like this one better. It's still not the greatest programming, (water is motionless and the sprite detection is off a bit) but the overall look of the game is better, and it's longer and more challenging than part one. Oddly, even though this game lacks in certain areas, I found myself quite addicted and played through to the end. The music ranges from hokey to real good and on normal, the challenge was just right. Also, the slowdown that is so apparent in the SNES version, did not make it's way on to the Genesis. Overall, I would have to say that most of this game's appeal is Chester himself, he is actually a very appealing character. More time was obviously taken this time around and improvements have been made. Although perfection has not been reached this is a pretty entertaining game. - *Takahara*

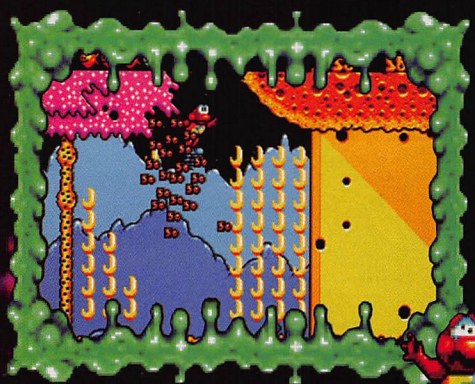
JAMES POND 3
OPERATION STARFISH













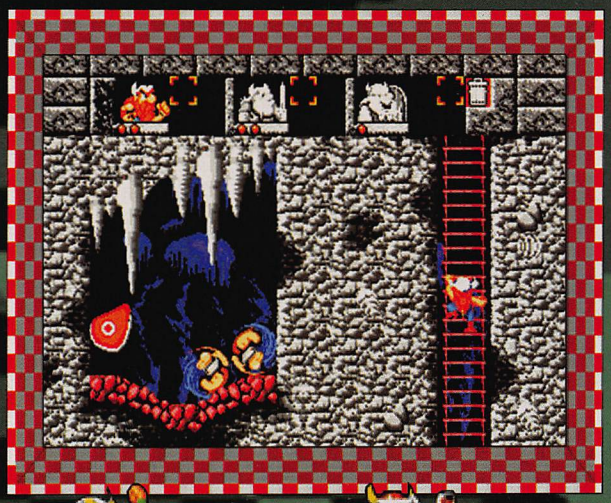




Question; He's a huge star in the UK but he smells like day old tuna, who is he?....Pond, James Pond. EA's world famous fish out of water is back, except this time he's all action. In Operation Starfish you must stop the evil Doctor Maybe who has now left the North Pole and enlisted an army of rodents to mine processed cheese on the Moon, and thus take over the world markets, giving him the funds he needs to dominate the world with organized crime, hey...it could happen. Pond 3 is kind of a Sonic meets Mario without the backgrounds. It has the speed of Sonic and the head pouncing found in Mario but the backgrounds in most of the game resemble older titles; they feature multiple scrolls but little detail. However, the foreground is highly detailed and looks great. They may have needed to sacrifice a bit on background graphics to move the game along at such a rapid pace. The actual gameplay is unbelievably fast with Pond reaching break neck speeds not only right and left but up and upside-down. The levels in Pond are huge, sometimes reaching high into the sky and deep under ground.There are things to find and strategies to many of the levels helping set Pond apart from the usual action platform. The control is good but pretty loose and does take some getting used to. You have the ability to advance rapidly but often need to take it slow to find options and defeat enemy rodents. Operation Starfish is a long game and does have a password feature however it is way too hard to copy the thing down, something I found annoying. Given the fact that this game is obviously geared towards younger players it should have been much simpler. Green boot, yellow skull, red pick, blue star...ah the heck with it, I'll start over. Other than that I would say that this is one of the best games for younger kids that I have seen this year. It's not too easy, requires alot of searching and figuring out and is totally non-violent. So Mom, if you just won't have that Mortal Kombat in your house then here's a safe alternative. Unless you're a vegetarian. *- Mr Goo*





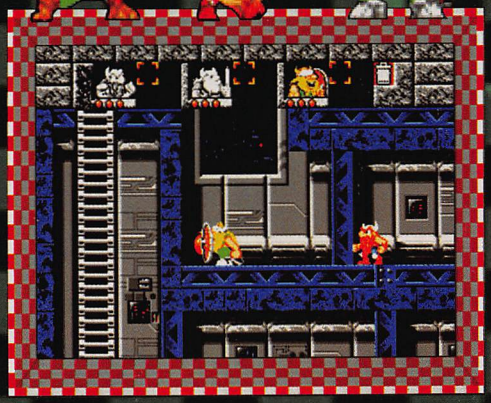


THE LOST VIKINGS

Vikings, one of 93's best SNES carts, (especially if you like a little strategy with your action) now makes it's way to the Genesis as Interplay's first Sega title, to be followed by the awesome Rock n' Roll Racing. In this game, you control three Vikings in a quest to return home after an abrupt departure, courtesy of a time warp. Each Viking has certain limited abilities, so alone all hope is lost, but together as a team, with a lot of help from you, they can make it back home. Butt cracks and nose pickin' abound as you trek across time and space with your new found friends.



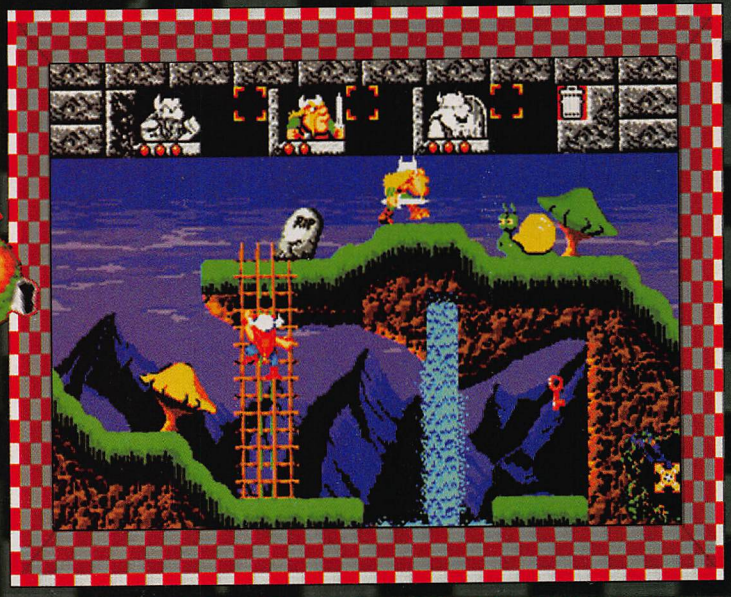
Normally, you might expect to lose a little in this translation, but in this case Sega users actually gain. Not only are the graphics just as good, but the music comes close and this version features new levels, not present on the SNES version. So get ready for the first in a long line of quality Interplay games for the Genesis and Sega CD. We'll have a full review on Vikings next month. - *Mr. Goo*



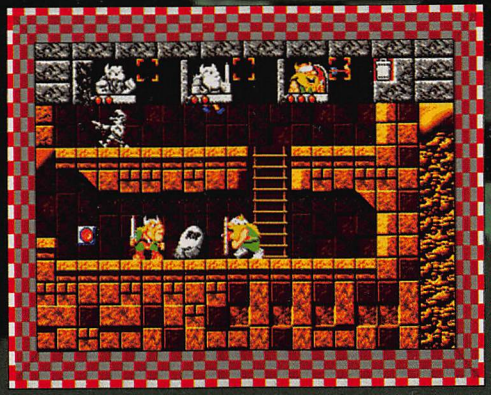


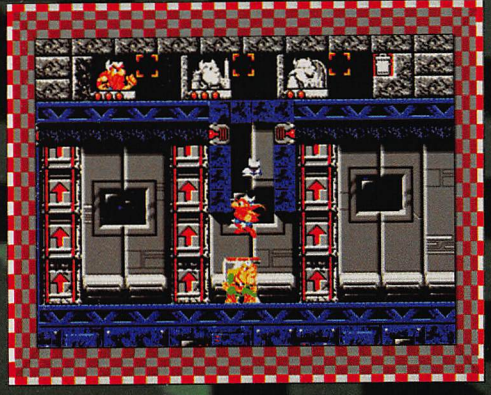










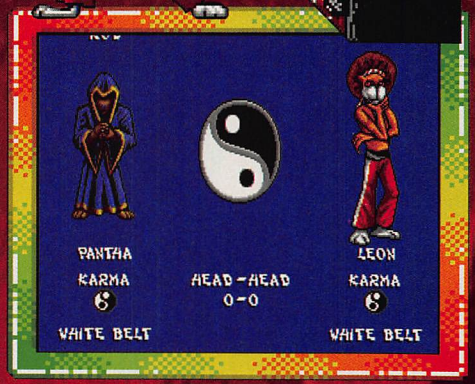


GAMETEK
FIGHTING
2 PLAYER
SEGA CD
TBA.

BRUTAL







Every four years the Dali Lama travels the world searching for the greatest warriors. He judges not only on martial prowess but how far they truly possess the "warrior spirit". Inviting them all to his peaceful island they compete to see who is worthy to wear the belt of heaven. The contestants do battle in a series of locations all around the island and inside the castle.



Here's a first look at Gameteks "Brutal", Their new one on one fighter that breaks the mold. Brutal is a game of cartoon Martial arts. The characters in Brutal all have special traits and the ability to earn higher belts of rank, each giving the character access to a new special move. Brutal features; instant replay, a tournament system, cartoon animation like rubber bodies, a belt system, and can be played over the PT Magic AT&T modem. So this is truly the first interactive fighter! We'll have more on this awesome new fighter next mouth..

-E. Storm









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SEGA PREVIEWS

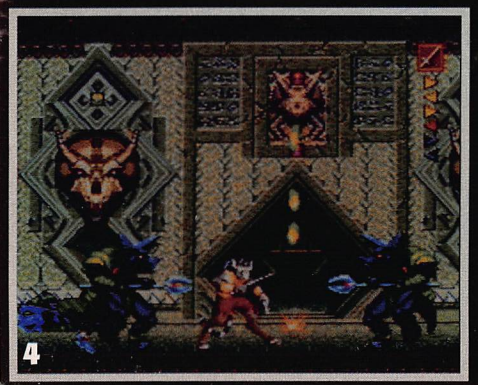


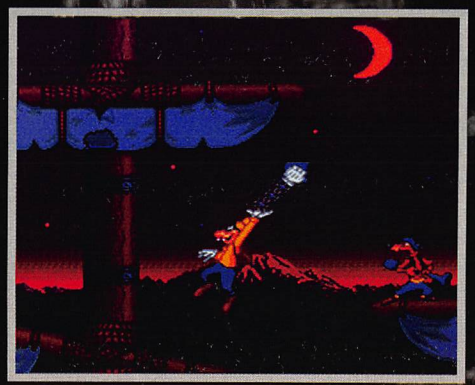
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Welcome to the all new Sega Preveiws. Pictured on the top left is Sega's new full motion adventure (from the makers of Night Trap), Ground Zero Texas (1)avail. in Dec. Below that is Prize Fighter (2), which features full motion fighting that you control (due out Dec.) followed by Jurassic Park CD (3) and, on the left bottom, is Accolade's new "Fire Team Rogue"(4) an all new action game by the people who brought us Bubsy, followed by Goofy's Hysterical History Tour (5) by Absolute. Speaking of our furry pal, Bubsy, his new adventure is featured on the left (6). Part two takes place in the amazatorium, an amazing world where guests can experience all the wonders of the real world through the miracle of simulated reality....or so it seems. Bubsy won't be back until spring '94 but we thought you'd like to see how awesome this all new sequel is going to be. We'll have more on Bubsy two as it develops.



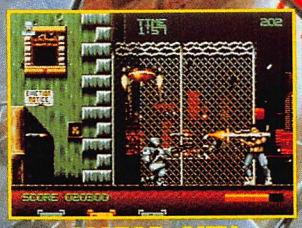





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ROBOCOP 3™

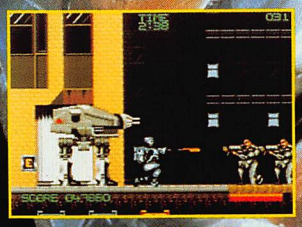
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MOTOR CITY SHOWDOWN!



BLAST OCP'S FLYING DROIDS.



TEAM-UP WITH ROBOCOP'S OLD ADVERSARY— THE GIANT ED-209.

HALF-MAN, HALF-MACHINE... ALL ACTION!

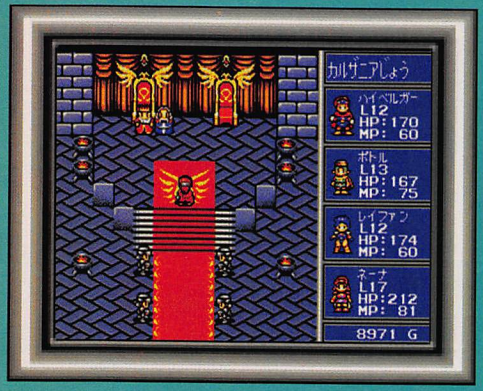
Armed with laser gun, flame-thrower and missile launcher multi-weapon attachments, you must destroy giant ED-209's and OCP's latest techno-warrior...OTOMO!

Relive all the action of the blockbuster film, as you face a battalion of enemies!



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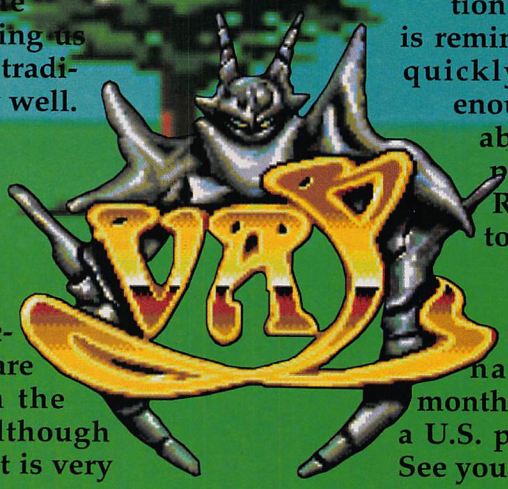








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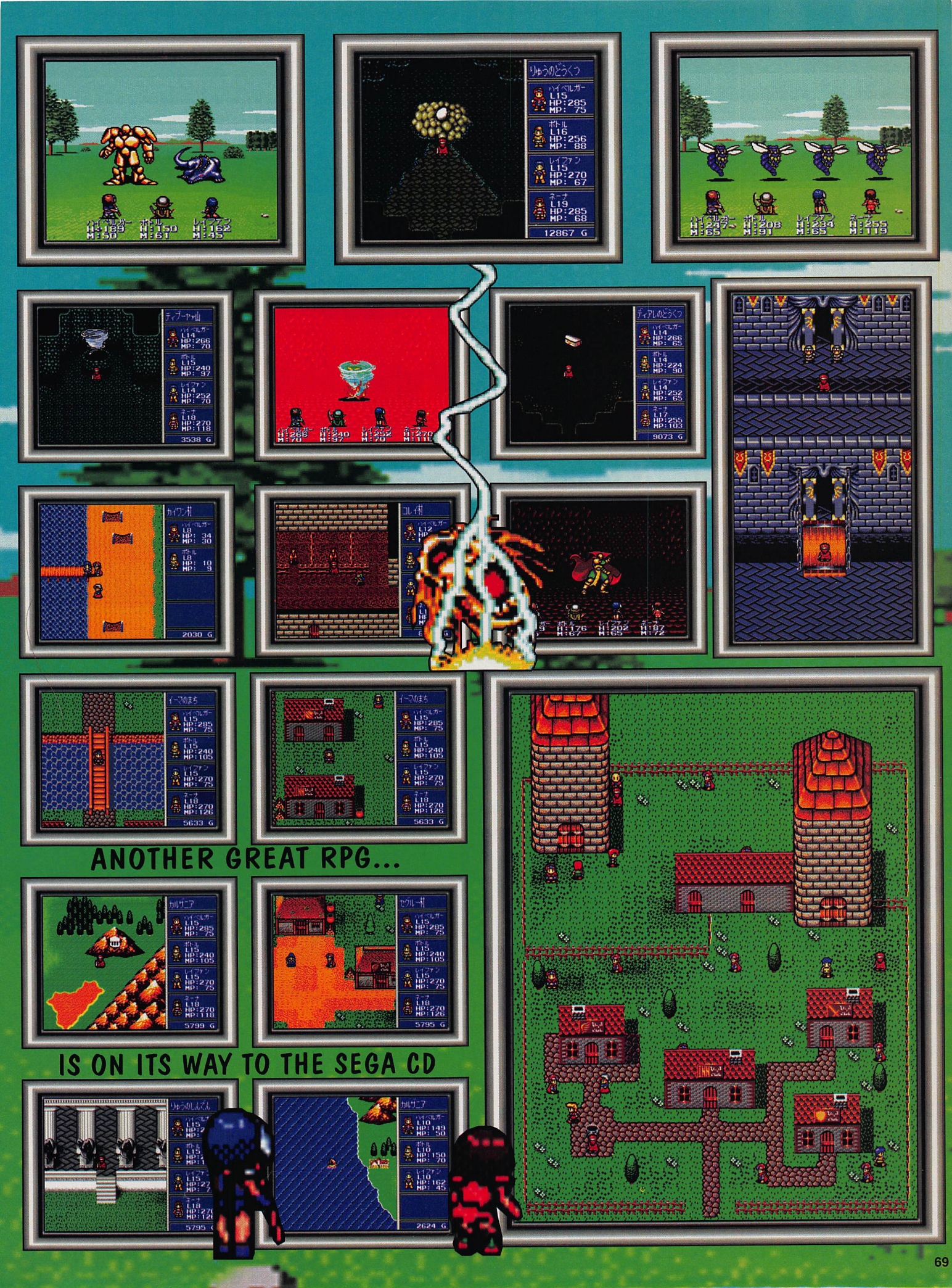
Sim's new Mega CD RPG, Vay, will soon make its way to these shores courtesy of Working Designs, the same people responsible for bringing us Lunar. Vay, while being more the traditional style RPG, is done extremely well. The game takes place on another planet, and has a great story line consisting of carnage, love, magic, and revenge; all the drama you could hope for. The graphics in Vay are excellent. You wont see a lot of special effects, but the characters (both yours and the enemies) are animated well and the detail in the overhead portions is fantastic. Although the music in Vay seldom changes, it is very good, as are the sound effects but more selections would be a welcome addition. The fighting engine in Vay which is reminiscent of Phantasy Star Two, loads quickly and the enemies change often enough to hold your interest. Magic is abundant, effective and graphically pleasing. I knew that sooner or later RPG's would make their way back to the U.S. and I must tell you, it is nice to see these games this early in the Sega CD's lifetime. Working Designs is doing a great job, and has much more in store for the months and years ahead. We'll bring you a U.S. preview of Vay as soon as possible. See you then adventurers! - *E. Storm*










ANOTHER GREAT RPG...
IS ON ITS WAY TO THE SEGA CD



In Japan, where Shooters have always been welcomed with open arms, Cotton has been a popular character in both the arcades and on the PC Engine CD Rom. Now there are two new versions in the works, one for the Super Famicom and this one, by Success, for the Mega Drive, which is still gaining popularity in Japan.

Cotton is a cool little witch, she rides a broom and possesses powerful magic. In this game, for the first time, Cotton is offered in 3D, and oh, what 3D it is! The scaling in Panorama Cotton is perhaps the smoothest ever in a Sega game, rivaling even CD titles. This is further proof that the Mega Drive and Genesis are still full of surprises. Besides having smooth sprite scaling, Cotton has color cycling backgrounds and landscapes, perfect control and excellent music, making this the best 3D Sega game to date. So far we are the only people in the US to play Cotton, and to date no American developer has picked it up. My advice to them would be, if you want a strong game in your 94 line-up then give Success a call, because once players see this one in action, they'll have to have it. 3D games are scarce, and this is a great one. Currently Cotton sits at 70% complete, with a scheduled December release date. As soon as we get a finished version we'll bring you a full review, see you then. - *E Storm*

SUCCESS
3D SHOOTER
1 PLAYER
8 MEG
AVAIL. DEC. JPN.


LIFE
UP!

SEGA · 1 PLAYER · 16 MEG · AVAIL NOW



SHINING FORCE II

Part 2 of the most popular STG/RPG ever for the Sega Mega Drive has just been released in Japan-the sequel to Shining Force, Shining Force 2. I'm sure that many of you are familiar with part one, being that it was just recently released here in the states. The main difference between Shining Force and other RPGs is that this game has strategic battle scenes (called tactical battle in Japan). The story is as follows: In the first adventure, there was a tower where the devil was sealed with two jewels, one of darkness and one of light. Since then, many treasure hunters have tried to steal the jewels used to seal the tomb, craving the awesome wealth that they would surely bring. Finally, a Thief named Zippo got to the jewels and successfully freed them both but, once removed, the seal was broken and now the devil has returned to this world and wants to destroy the universe. Now, the fighter, Bowy, along with his friends, will travel around the world in an effort to vanquish this evil once again.

There are some new features in this new sequel. First of all, thinking time for the computer is much faster than before and the battle scenes are more dramatic. In part one, you had to go back to the town and go to your base to exchange characters. This time out you have a carriage called "caravan" to store your characters and items and you can exchange them any time you want! There are 3 to 5 hidden characters as well and you can have 25 to 30 people in your party.

So, RPG fans, if you are growing tired of the normal RPG or if you're just looking for a long challenging game, programmed to perfection by Sonic Team, then get your hands on Shining Force 2 and experience an all new type of adventure! *- Special K*



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Test your "eco-awareness" by answering questions about nature and the environment.



Doesn't he ever shut up? No! Awesome Possum really talks, with more than 80 digital audio phrases.



What a dump! It's time to clean up Dr. Machino's Fortress of Garbage—and kick the doctor's butt for good measure!



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KICK BUTT!

The first and only Genesis™ character who *really talks* . . . . *Awesome Possum* is here to *clean up the planet* and put dirt-bag Dr. Machino and his chainsaw-wielding, environment-wrecking robots in their place — out with the rest of the garbage!

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E Storm's IMPORT UPDATE

MEGA DRIVE

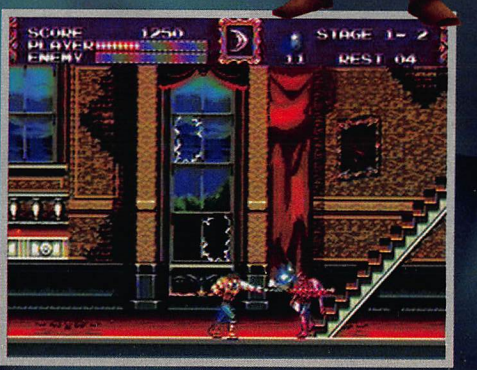


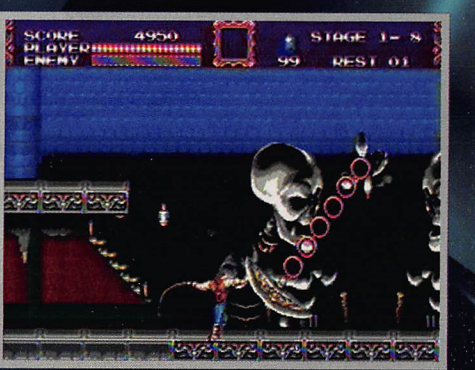






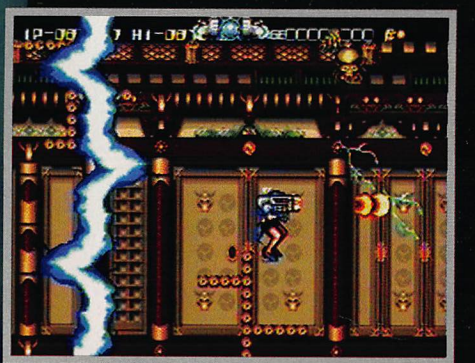












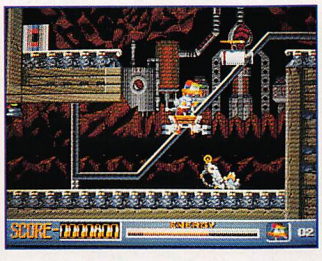
Here's what to look forward to for the Mega Drive and Mega CD in the near future; (1) Heavenly Symphony, which features hardware scaling and 16 actual F1 circuit tracks, for CD avail. April '94. (2) Phantasy Star, which we will feature in our January issue-a 24 meg cart avail. Dec. 17. (3) Castlevania Bloodlines, which will see a simultaneous US and import release this January (look for an in-depth preview on this great action title next month) and, finally, (4) Vic Tokai's Battle Mania, the first shooter to get a perfect 100 in Japan, must be awesome! We'll try to bring you an in-depth on this one as well...next issue. -Storm out.



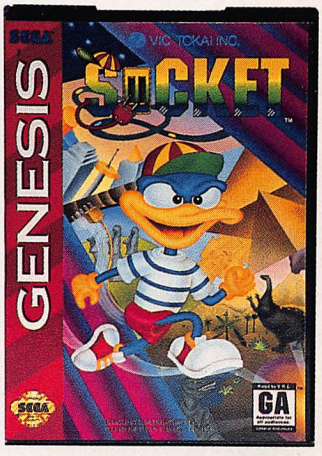
Who's Faster Than A Roadrunner, Got More Attitude Than A T-Rex, And Has More Juice Than The Electric Company?











SOCKET

Well, who do you think? Of course, it's Socket, a heck of a duck. He's got the speed and he's got the attitude. When this duck comes unplugged, he's charged up for some very electric action, including a momentous duel with his revolting arch-rival, Time Dominator. Plug into Socket for a little AC buzz and some fast times!

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Hot games are great — but this one's a scorcher. Screamin' cars and guitars make Rock N' Roll Racing a sizzlin' success. One- or two-player action lets you go head-to-head with a most gruesome field of lead-footed crazies alone or with a friend. The futuristic fun begins with five lean, mean racing machines that will annihilate the competition — and leave a dust trail all the way to the checkered flag. And, the totally awesome rockin' soundtrack will blow *you* away. So, crank up the tunes and strap yourself in, 'cause this is the wildest ride in the universe!

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CRITIC'S CHOICE

"A hot racer that will knock your socks off plus great commentary by Larry Huffman! What more could you ask for?"

Electronic Gaming Monthly

"This game is a blast, whether you're tapping your foot to the Peter Gunn theme, sailing off the track to a fiery demise, or taking out your competition with a rogue missile."

Game Informer

"Rock N' Roll Racing gives you that adrenaline rush that is so seldom found in today's flashy 16 Bit games...This is what a SNES game should be."

DieHard GameFan Magazine

"Graphics, music, sound control and fun...it doesn't get any better than this!...Interplay is known for producing quality titles and Rock N' Roll Racing is now the best in their stable."

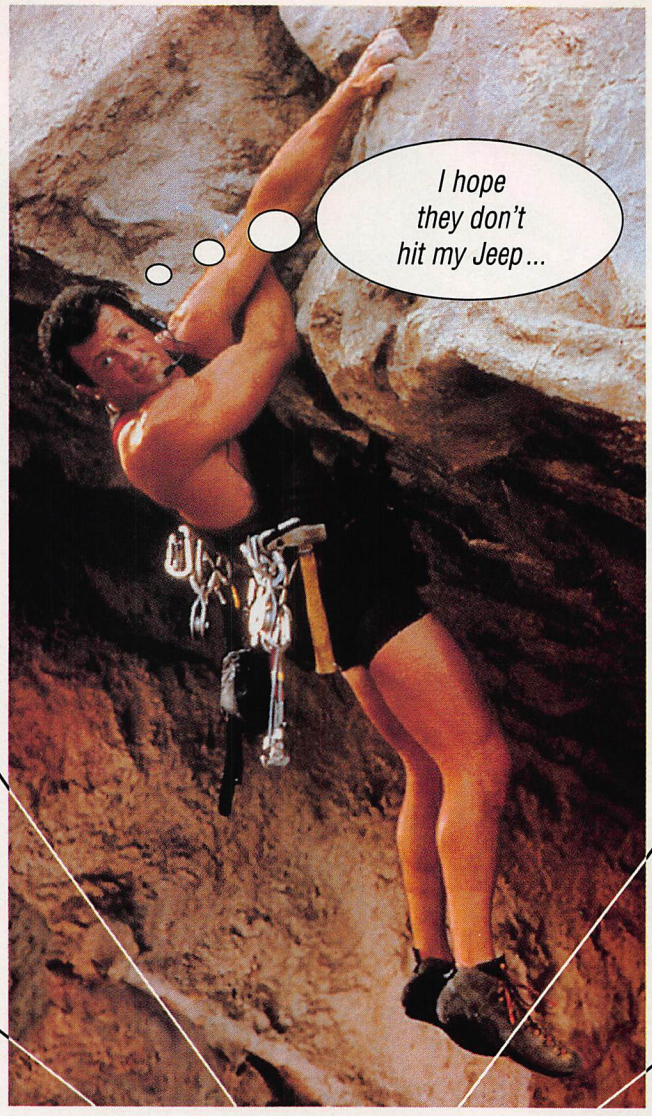
DieHard GameFan Magazine

"If you like hot, futuristic racing action mixed with heavy-duty firepower and topped off with a kickin' soundtrack, you're gonna love this one."

Game Players Nintendo/Sega Magazine

"From the moment the Interplay logo appears on the screen...this game has you by the intestines, and, dude, it doesn't let go!"

Electronic Games



CLIFFHANGER™

SONY IMAGESOFT

(sure, it's just a game.)

"Cliffhanger could send gamers over the edge."- Gamepro, October 1993

"Non-stop, pulse-pounding adventure that won't give you a break."- Electronic Gaming Monthly, October 1993



Climb, fight, and shoot your way through 7 ice-kicking levels, with unbelievable digitized film clips. The 3-D action sequences and incredible CD sound on the Sega CD version will blow you out of your chair.



Talk about rugged terrain–the mountain is a boss you'll have to defeat as you master wicked rockslides, decaying bridges, and a deadly avalanche. Learn the lay of the land, or you'll be laying under it.



Battle the heavily armed attack helicopter, rescue the hostages and finish off the sadistic terrorist kingpin...before he turns you into a blood-flavored slushee.



Hang on! For the first time ever on any video game, test your survival skills on a high-speed snowboarding level that Electronic Gaming Monthly says "has to be seen to be believed."

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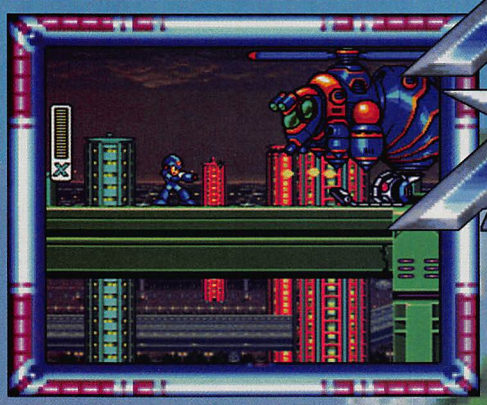
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PLANET SNES



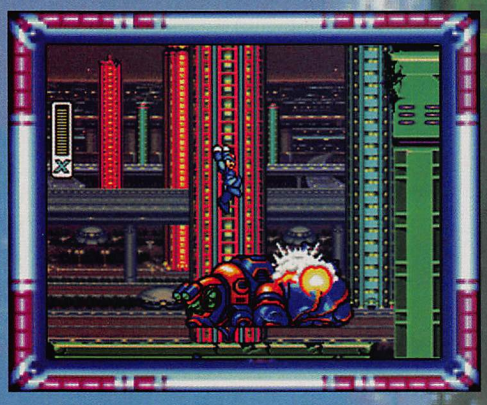
CAPCOM · 1 PLAYER · 12 MEG · TBA

MEGA MAN X





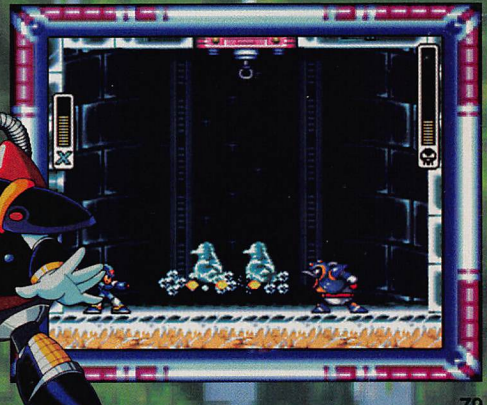
One of the most eagerly anticipated new SNES titles and one that is no doubt on top of many Christmas lists is almost here. Its the first 16 bit installment of Mega Man...Mega Man X. This all new 10 meg SNES version is so new in fact, that it barely resembles its 8 bit predecessors. The new Mega Man has fluid animation, new moves, is drawn completely different, and the game itself has so much

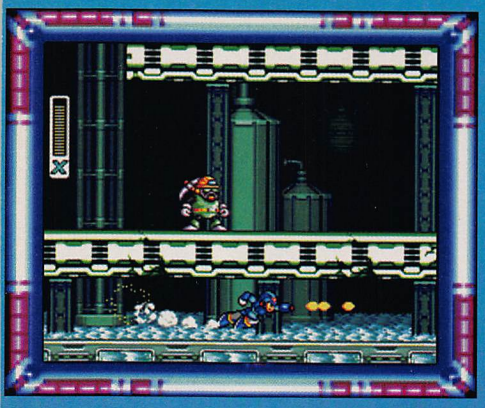


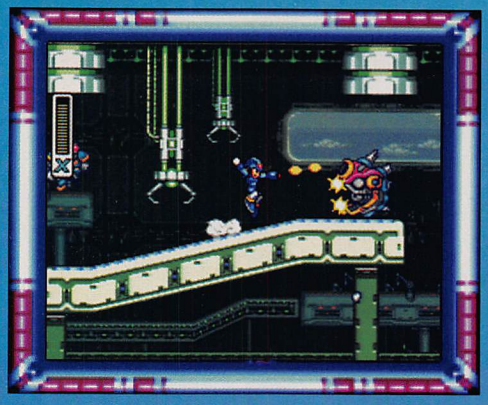


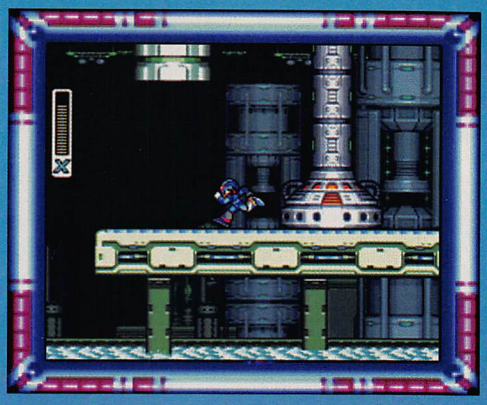


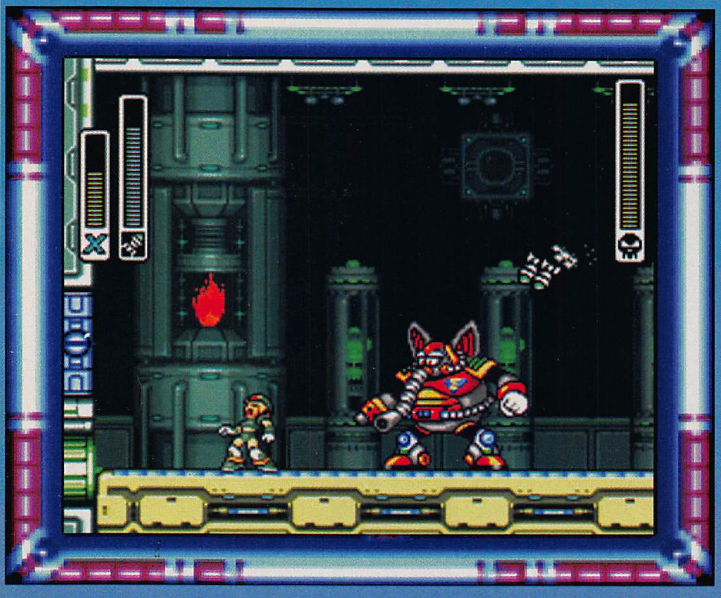








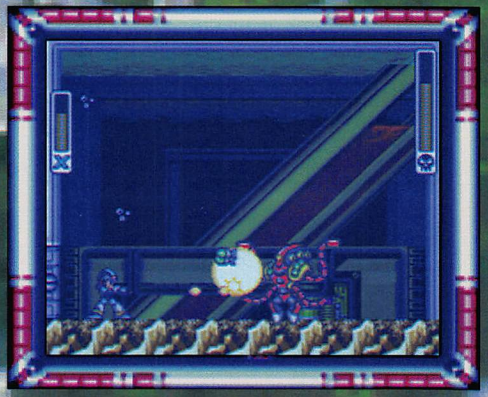


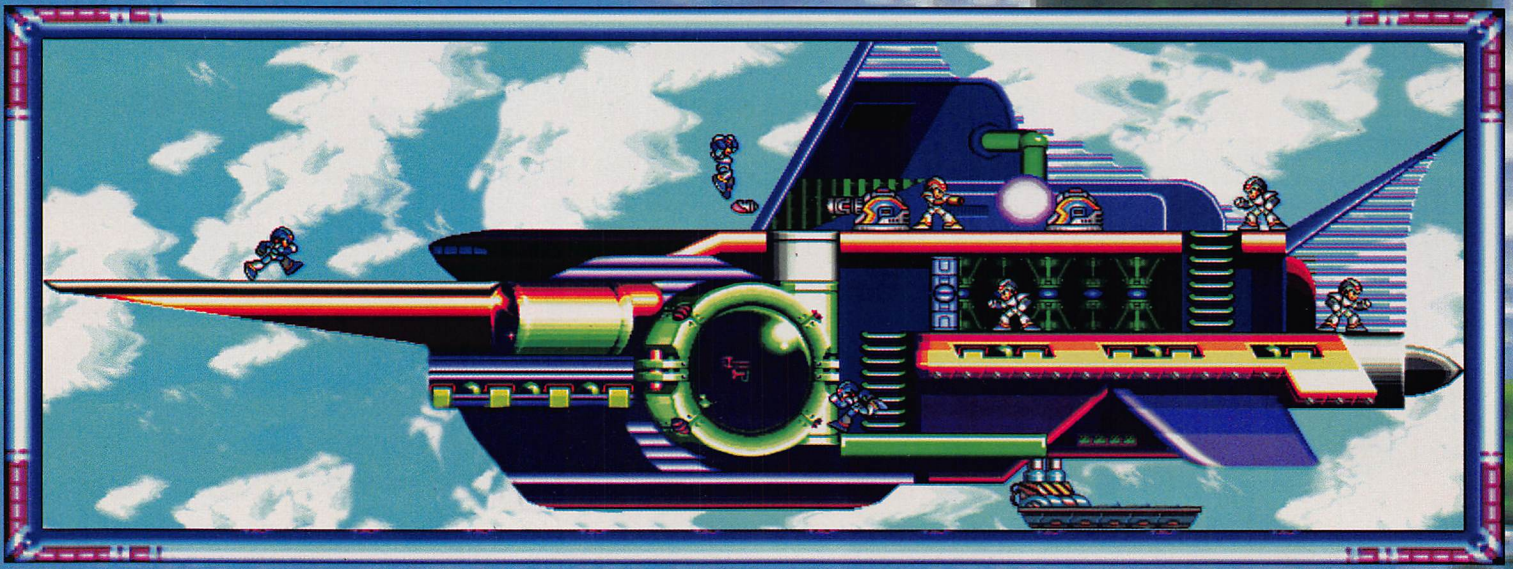


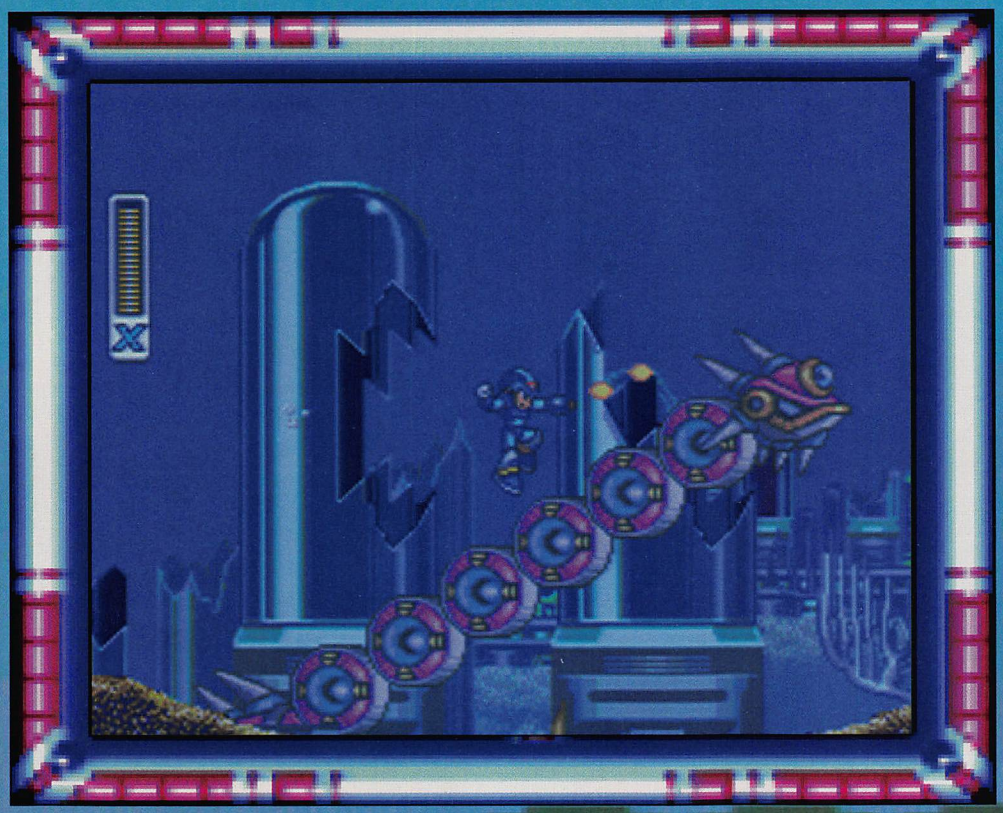
more to offer. There is, ofcourse, the obvious additions of scrolling backgrounds, more color and SNES quality music, but along with that you get much more detail, larger more animated sprites, better play mechanics, and other features the old NES just couldn't conjure up. The way each level is laid out, however, is pure Mega Man as are the pesky little bosses at the end of each level. Each one has a certain weakness, it's up to you to choose the right suit at the right time and fig-

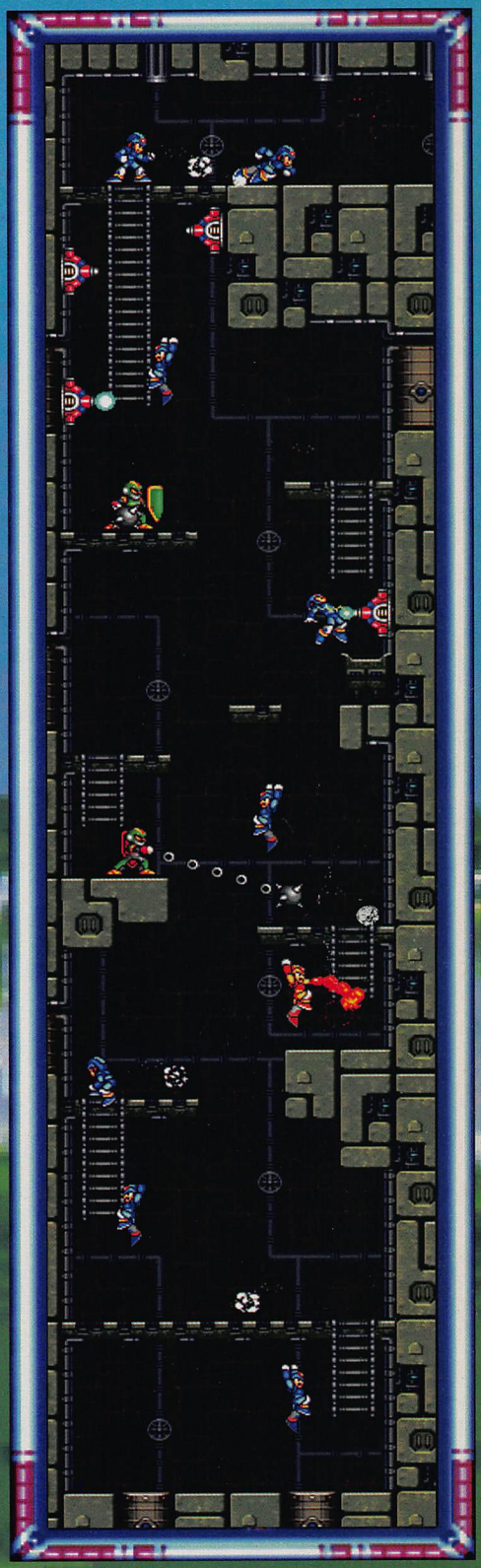


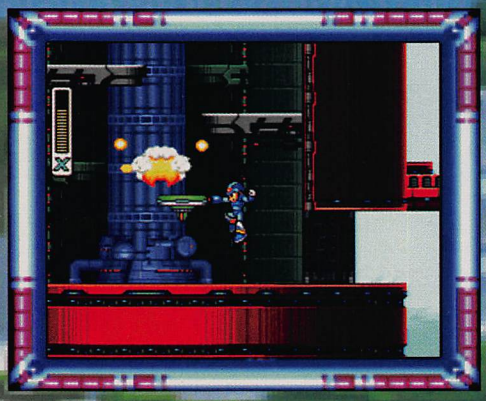


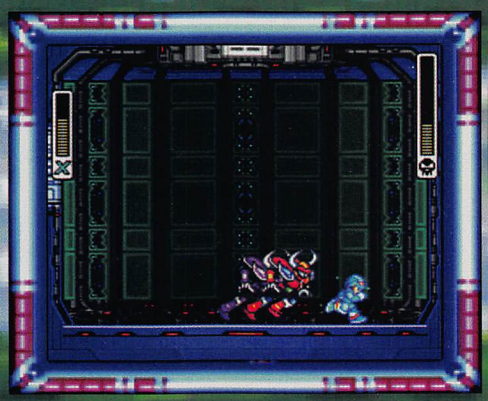




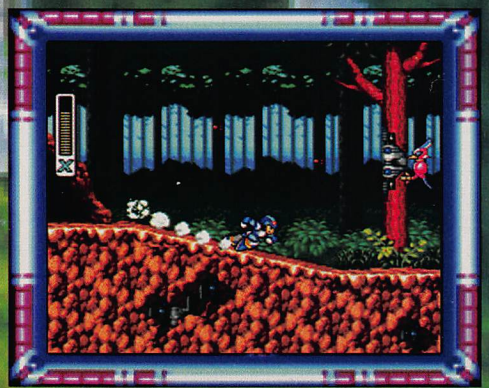


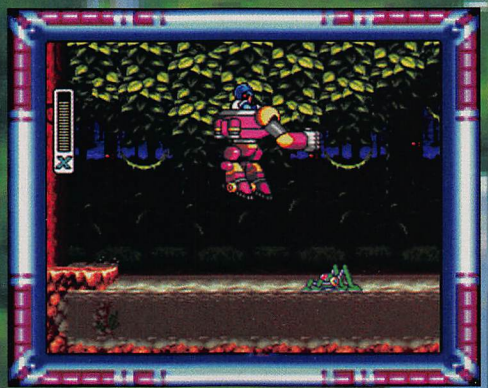


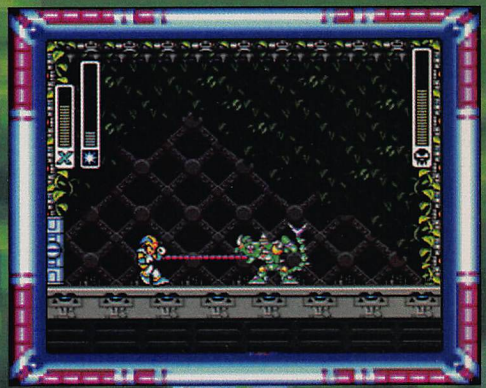


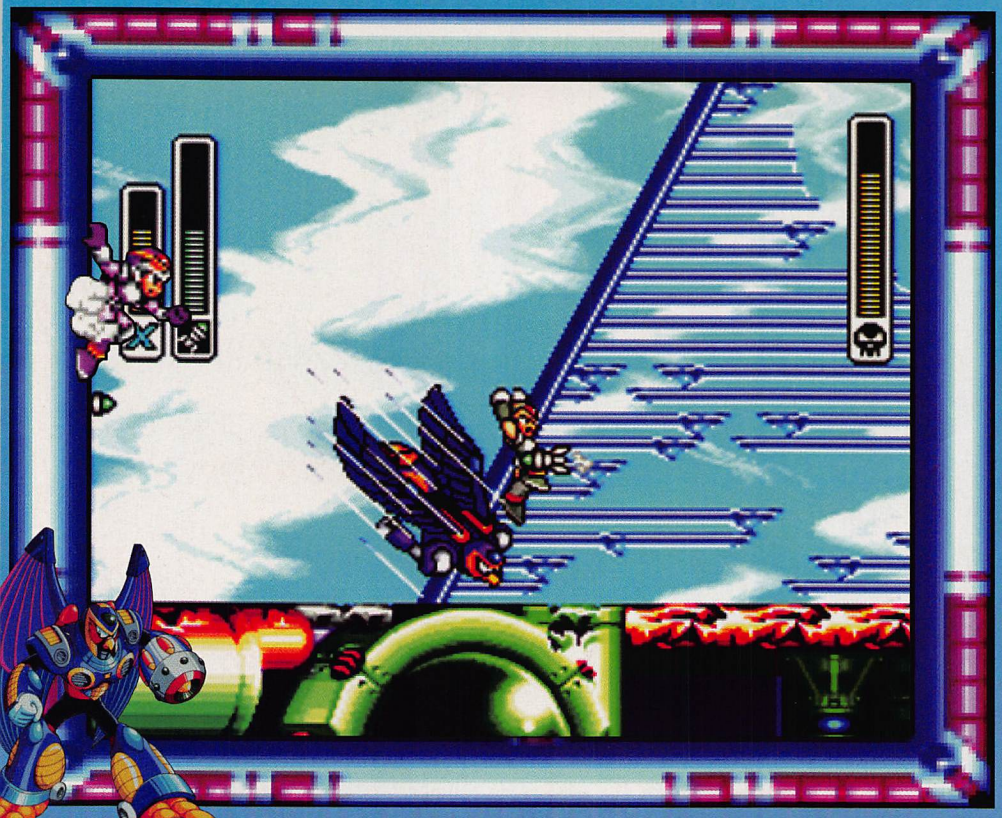


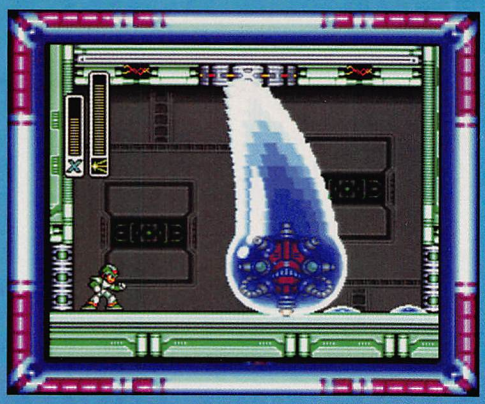
ure out their patterns. Of course, the first couple may fall rather easily, but as the game progresses the bosses get harder, a lot harder. The levels themselves I found to be much easier than the old 8 bit versions, obstacles such as disappearing platforms are not used as much in this version, but of course, precise jumping, and excellent timing are still required. The length of this version is about the same as the others, but the desire to play again and again is much higher, as this is simply



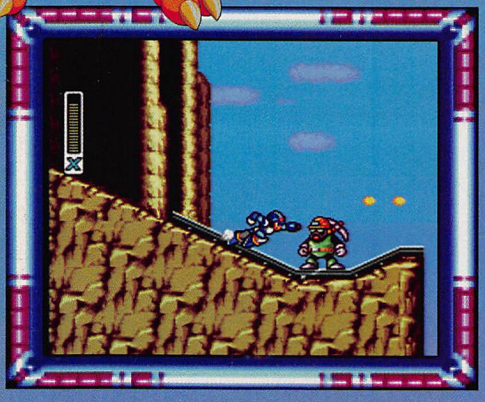




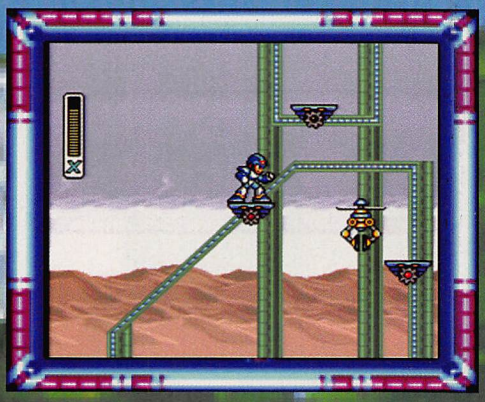




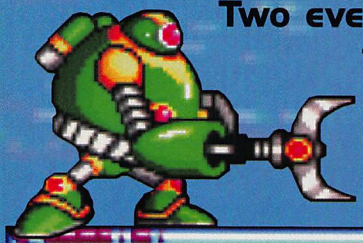






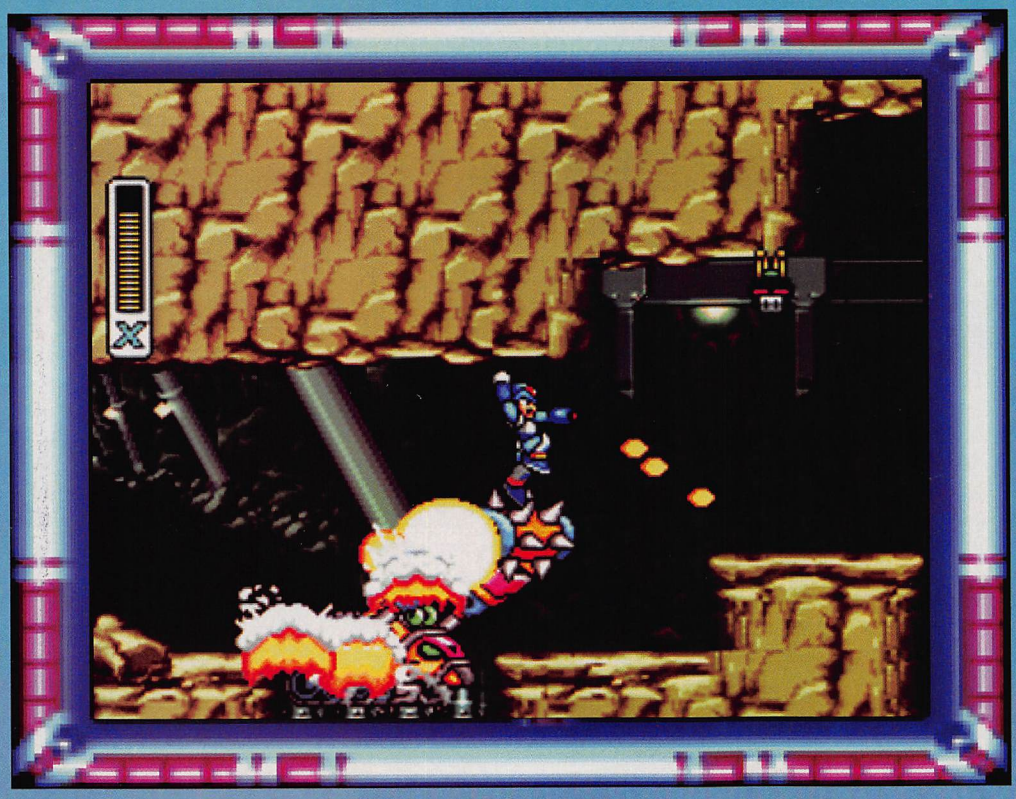


a fun and well put together game. I'm not going to say that this game is everything I thought it would be or that it is the "ultimate Mega Man", because I still think Capcom can and will do more with this title in the future, if Street Fighter Two ever dies down. I want to see an action game programmed by that team. I feel that would truly be the ultimate. But for now I have my Mega Man and I'm happy. Good SNES titles have been hard to find this year so I'll take this one no problemo. See ya' soon. - *Takahara*



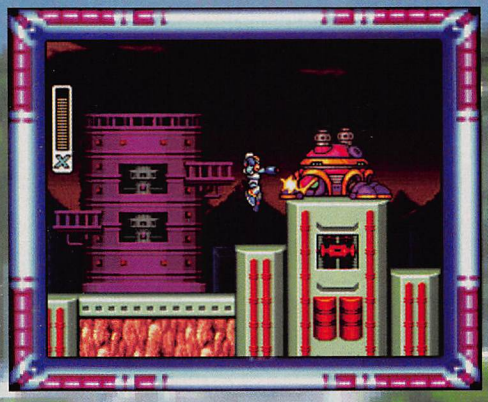




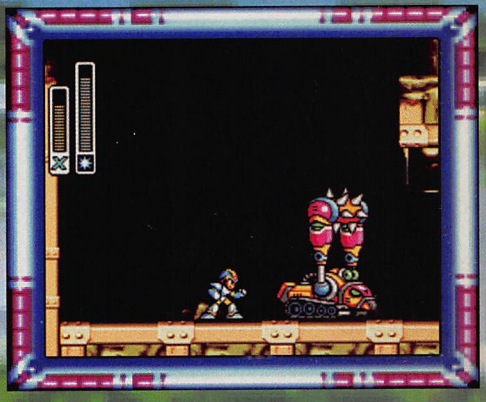






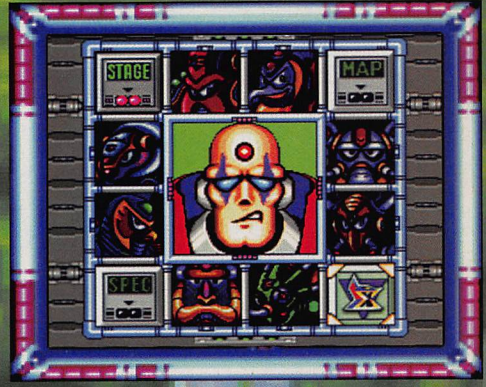



I'll go in first and then you can slip in while I keep the main defense force busy!




YOU GET CHAMELEON STING
YOU GET ELECTRIC SPARK
YOU GET FIRE WAVE
YOU GET SHOTGUN ICE


Don't listen to him X! Go ahead and blast him!!


STAGE
MAP
SPEC



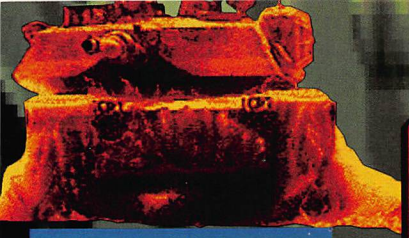
The second installment in the Chester Cheetah series is already upon us, the Wild, Wild Quest. In this all new adventure you will guide a better drawn and animated Chester through a series of locales throughout the United States. If you played the first installment you are most likely familiar with the quirks associated with Chester. This is one of those games that you have to adjust to. At first, the control may seem hopeless, but after further investigation you'll find yourself thumping enemies and scarfin' Cheetos. It definitely takes some getting used to, but once you do the control is pretty decent. But this still is not a "tight' game. Those of you who enjoyed the first Chester will no doubt like this one better. It's still not the greatest programming (water is motionless and the sprite detection is off a bit) but the overall look of the game is better and it's longer and more challenging than part one. Unlike the Genesis version which is free from slowdown, this version does lag a bit in certain areas and, although it doesn't affect the gameplay, it can get a little annoying. The SNES version, however, has the better music of the two, but not by much. Also, the color, although good in both is slightly better here. Overall, I would have to say that most of this games appeal is Chester himself, he is actually a very attractive character. More time was obviously taken this time around and improvements have been made. Although, perfection has not been reached this is a pretty entertaining game.



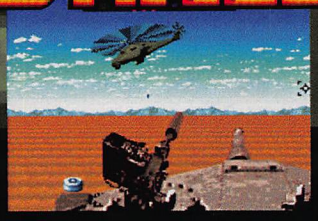
CHESTER CHEETAH



SUPER BATTLETANK 2

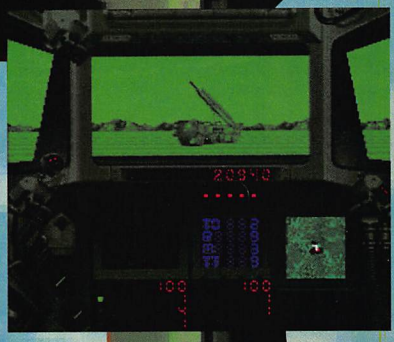






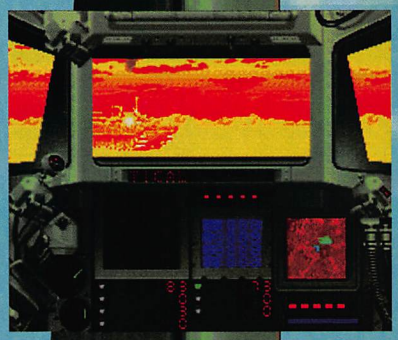


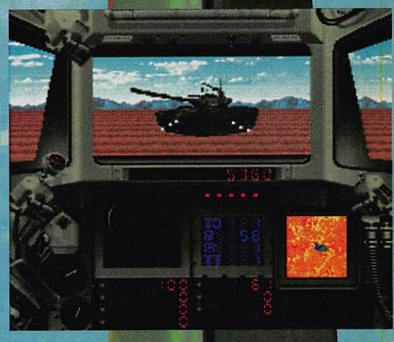












Absolute is back in the sand with Super Battletank 2, the sequel to their excellent tank simulation of '92. The first thing that reaches out and grabs you about this title is the excellent full screen, full motion video of a tank barreling straight at you in the title screen. The resolution and shading are incredible and this intro. immediately establishes the level of quality in this game. To the credit of Garry Kitchen and his design team, the level of quality stays this high throughout the game as you battle the enemy forces through a series of offensive and defensive scenarios that have you and your machine encountering Scud missiles, enemy tanks, transports, helicopters and more. The play mechanics are similar to the original game in that you must coordinate your position on the field map with your tank speed and the proximity of the enemy. You have limited weaponry, although in upper levels of the game you can access a base to repair and refuel (avoid mine fields like the plague, if you get that last pesky enemy trying to lead you into the field, be patient and wait for him to change his position). In each scenario, you will be required to make use of different weapon systems; night vision goggles, machine guns and anti-aircraft weaponry all come in to play and the enemy increases in number and gets much more intelligent and intuitive as the game progresses. The graphic details, in addition to the great game play, are what really make SB2 stand out. When you arrive at your base, you are treated to a digitized scene of your tank slowly making its way through the compound toward the refueling station and, at times in combat, you can engage the enemy outside of your vehicle. These scenes are of the highest graphic quality and, in no small way, help create the cinematic atmosphere of the game. The designers at Absolute have delivered their best game to date and have improved, ten-fold, the graphic quality and game play of the original. If you were a fan of the first game, don't delay in buying the new one. If your are new to 16-bit or this type of simulation, check it out...neither action or simulation fans will be disappointed. *-Talko*





Fatal Fury 2

TAKARA · 2 PLAYER · 20 MEG · FEB.



Takara has a reputation of being specialists in bringing NEO-GEO arcade titles home to the SFC/SNES and Genesis, and it seems Fatal Fury 2 is the best conversion that they have done so far. For a fighting game to be successful, it must have precise and smooth flowing play control; this is one of the keys to the lasting power of any fighting game. What elevated SNK's Fatal Fury 2 into the upper echelon of fighting games was its dramatic improvement of play control over Fatal Fury 1. Does Takara's game provide a similar level of improvement as SNK's games?....oh momma. Like the arcade games, this SFC/SNES Fatal Fury 2 is better than last year's Fatal Fury in many ways. First off, the graphics are excellent (far closer to the arcade than you would expect, but then again, this is a 20 meg game) what really impressed me was mai's stage(my favorite in the arcade) it surprised me that they could do such a near perfect carbon copy of the coin-op. The play mechanics are much better than FF, and with certain characters its even easier to pull off special moves than the arcade FF2, even to the point of allowing the ENQUIRER to beat K.Lee a round or two. The sound and music is decent and the voice is good, but it is clear to me that most of the 20 meg went into the graphics. Takara is getting really good with these NEO-GEO conversions, I can't wait to see their next. Uh oh, the Enquirer wants to go another few rounds and he's got that "I'm gonna double redizzy you son " look in his eyes... oh yeah, L.T.B. baby. K. Lee

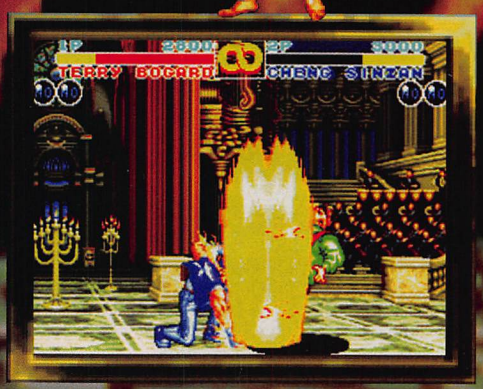















1P 0
2P 1500
W KRAUSER
ANDY BOGARD


1P 32500
2P 0
JOE HIGASHI
JOE HIGASHI


1P 1500
2P 6000
JOE HIGASHI
JOE HIGASHI


1P 7400
2P 10000
BIG BEAR
BIG BEAR


1P 11900
2P 2200
TERRY BOGARD
CHENG SINZAN


1P 7500
2P 32500
KIM KAPHWAN
KIM KAPHWAN


1P 0
2P 2100
W KRAUSER
ANDY BOGARD


1P 12100
2P 6600
MAI SHIRANUI
MAI SHIRANUI


1P 12600
2P 6600
MAI SHIRANUI
MAI SHIRANUI


1P 0
2P 600
TERRY BOGARD
CHENG SINZAN

THE LAWNMOWER MAN

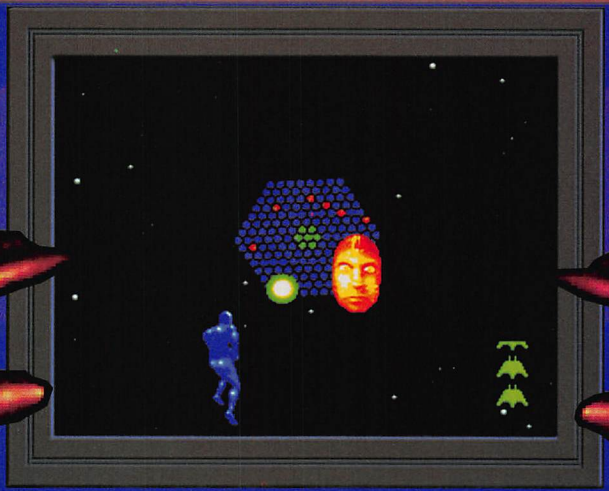
THQ
1 PLAYER
ACTION/3D
8 MEG
AVAIL. DEC.

The moment I saw Lawnmower Man, the movie, I knew that the games were on the way. This one was just to good to pass up. With the VR tie in it was a natural for gamedom. Here is the first spawn of the movie for the Super NES; it will be followed by totally different Sega CD, PC and 3DO versions sometime very soon. As you can see, this version has three engines; a first person shooter, an overhead driving and a side scrolling action. Let's talk about the side scroll first. Although the graphics are small, both the animation and the control are very good and the music and sound effects are excellent. The voice is especially clear and adds to the movie premise nicely. 3D....the first time you enter the 3D sequence you may be surprised at how fast and smooth it is, but don't hesitate too long or you'll hit the wall and it's game over. The detail here isn't all it could be but it's fast and fun. In the first 3D round it's all dodging but as the game progresses shooting comes into play as well. Ultimately you

















will pilot an actual craft darting through fast multi-colored tunnels. The third and only not so great portion is the overhead driving. In this part of the game you will find yourself merely wanting to get through so you can enjoy more of the finer aspects of the game. On top of all of this are added touches like excellent digitized graphics and great sound, making the Lawnmower Man a nice overall package. I hear that a movie sequel is now in the works, and you know what that means.....*Takahara*







T2™ THE ARCADE GAME™

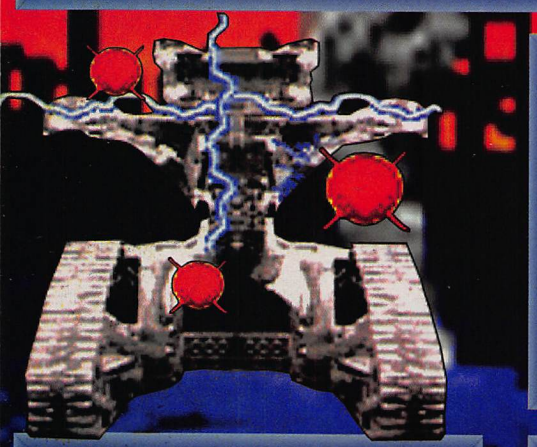
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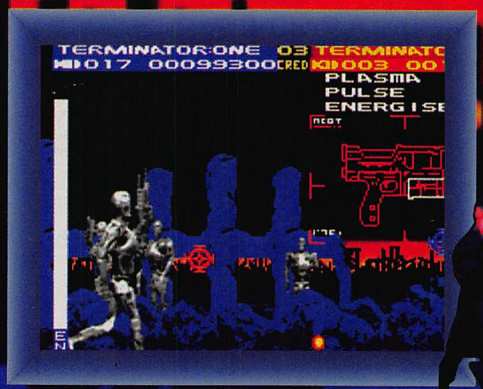
Arnie may have given up the hard core action in exchange for a 12" tuna on wheat at Subway, but nobody told Acclaim. T2-The Arcade Game, is an excellent 8 meg SNES translation of the 50 meg arcade game and it is loaded with all of the same blasting action that made the game an arcade hit. The first thing that I noticed was how good the graphics were when compared to the arcade version- excellent, considering that the screen is usually occupied with enemies that fill the screen with no flicker or slow down. Also, everything is very detailed and colorful, which really shows in the later stages. In T2, you can also use the Super Scope, mouse, or the controller. The mouse is probably the best way to play since it is usually very accurate in gun games like this. T2 is also very difficult. You only get 5 continues, which isn't a lot considering that each level takes about 5 to 10 minutes to beat if you have 2 players and about 15 minutes if you're playing alone. Take my advice and play the game with 2 players because I think it can't be beat as a one player game. In fact, it's IMPOSSIBLE with one player. And, as far as the music goes, it's decent but it really could have been better, if they had more memory and taken a little more time with this title. Overall, however, the development team has come close to making a perfect translation and fans of the arcade game can look forward to a great challenge in one of the SNES's best arcade conversions to date.

- Yoshi







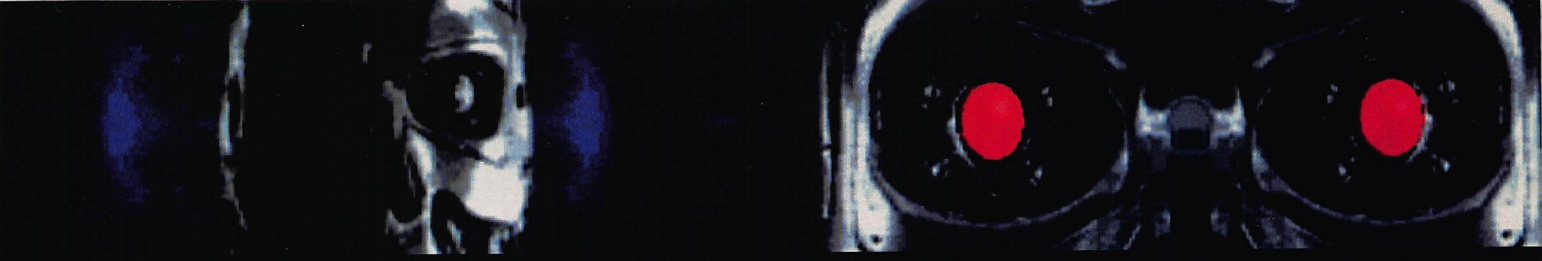










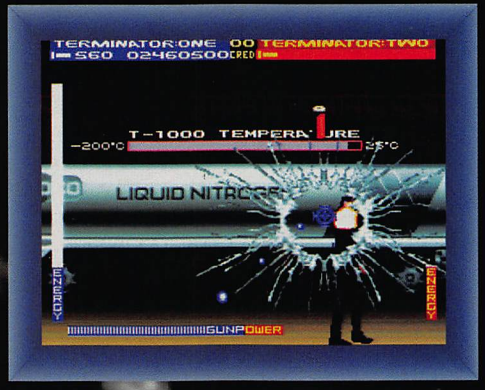



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GUNPOWER

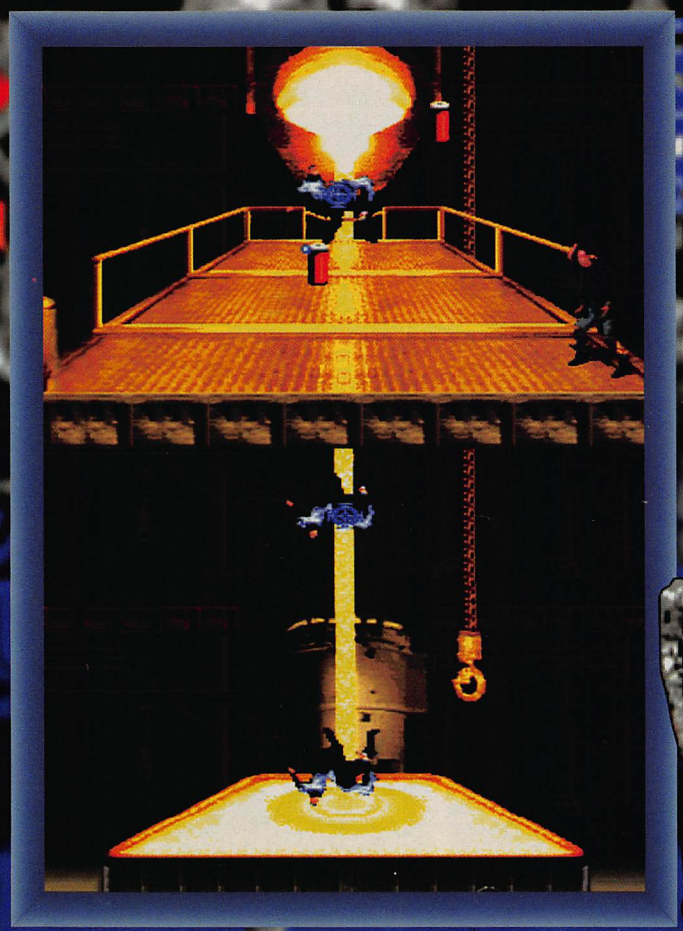

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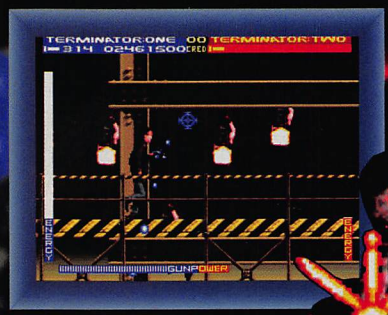

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-200°C
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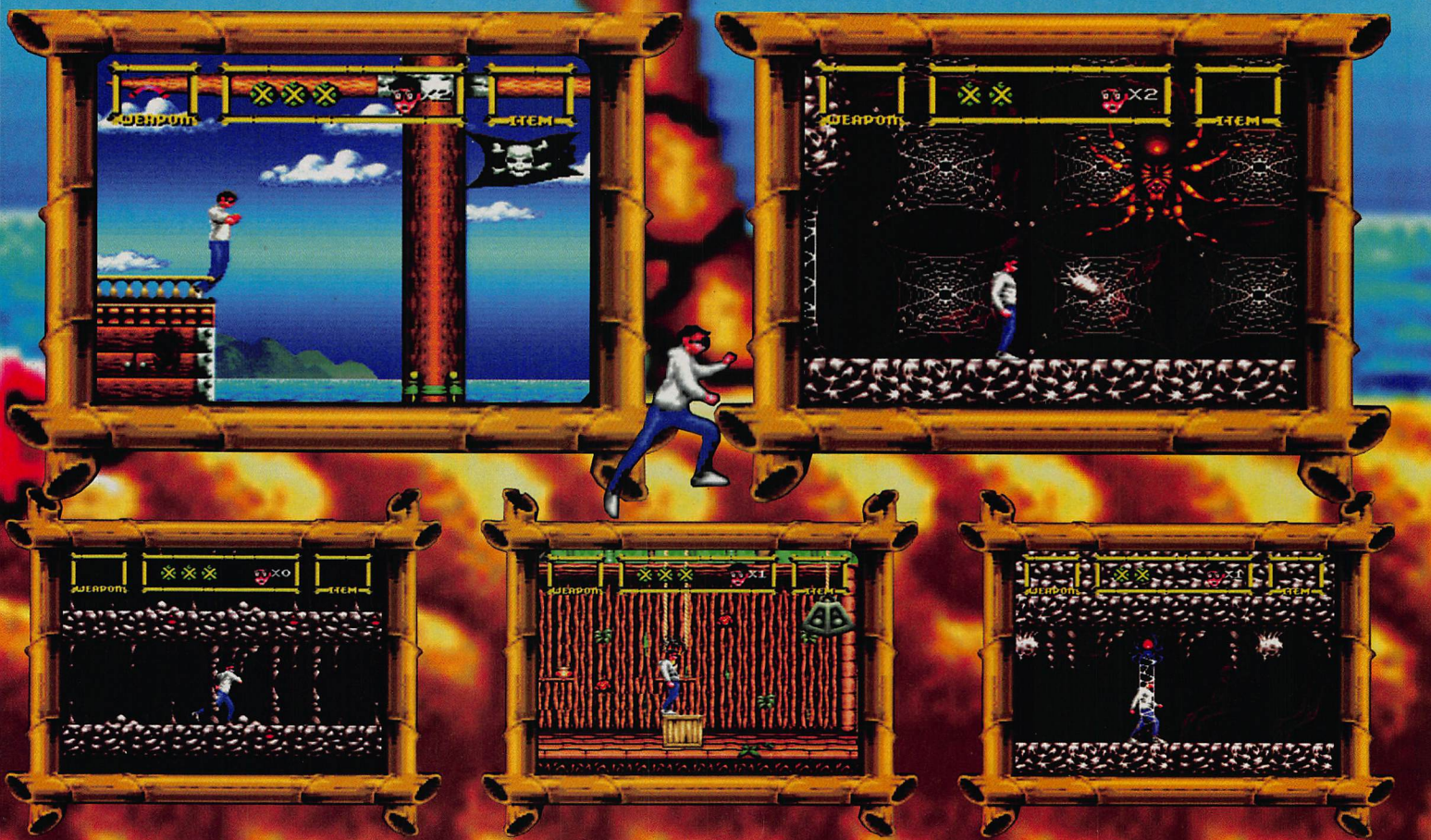

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GUNPOWER

LESTER THE UNLIKELY

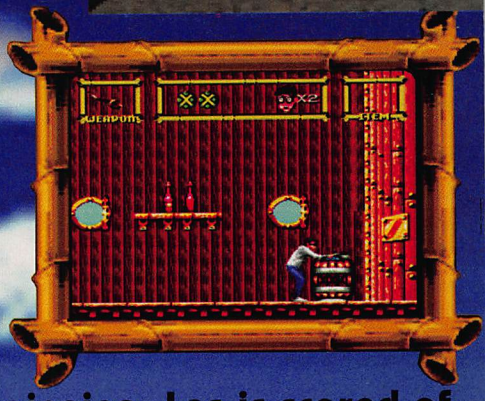


Last month, we previewed Lester the Unlikely-by DTMC for the SNES. The game immediately captured us with its humorous storyline and unique game play. What we didn't tell you last month is that Lester does something very few video game characters have ever done; he grows in confidence and

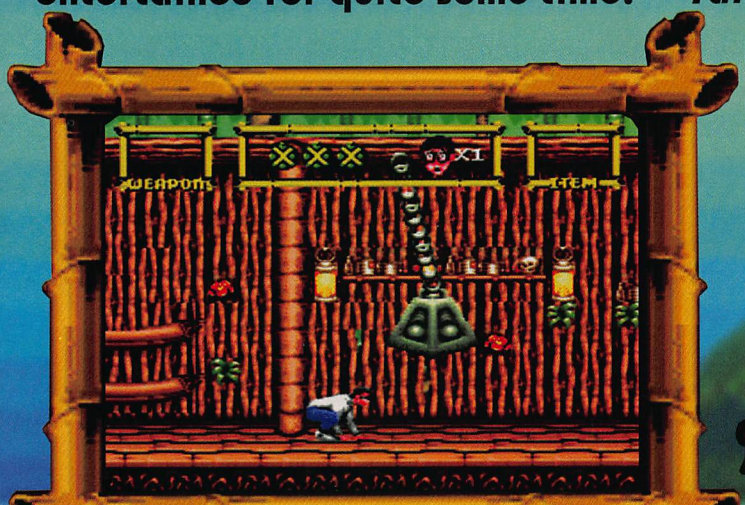


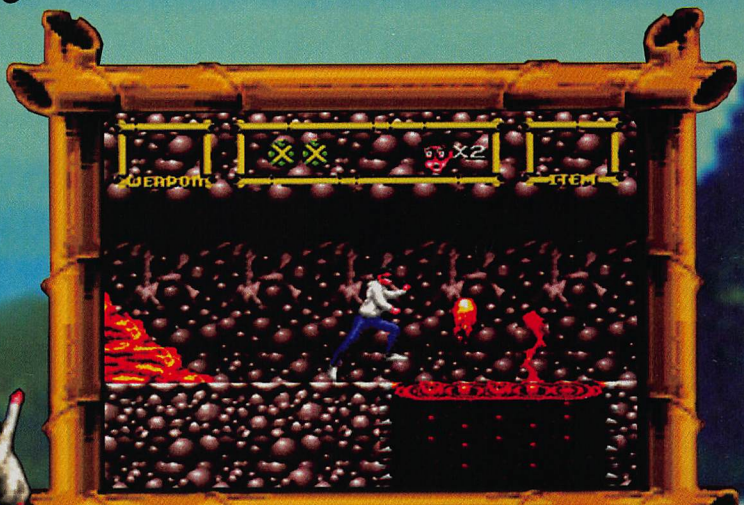






strength as you progress through the game. In the beginning, Les is scared of his own shadow but, in later levels of the game (the pirate ship), he becomes a sword-wielding tough guy that is determined to make his way to safety and, ultimately, make it home for his afternoon nap. As we alluded to last month, the Prince of Persia style play mechanics and puzzle solving game play employed in Lester the Unlikely is very addictive and, for fans of this slower style of action game, a welcome change from the action game of the month. The graphics and character animation aren't great but they are more than acceptable for this style of game and the music fits the sea faring mood of the game to a tee. Although Les may not have the "wow" factor of a Mario or Sonic, it is an extremely well designed game that will keep you amused and entertained for quite some time. *- Talko*



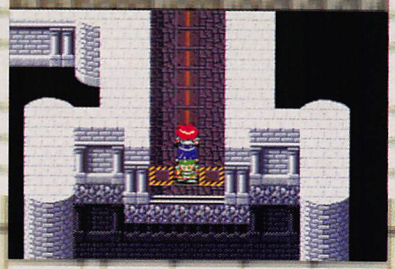












Lufia











Taito's first entry into the RPG market, Lufia, pits you, a descendant of the legendary hero Maxim, against the evil Sinistrals. Your girl friend (or girl-in-tow), Lufia, travels by your side, helping you with her powerful magic. The interaction between these two characters is excellent. Graphically, Lufia has good detail and makes good use of the SNES's color palette. The fighting scenes in Lufia are unique in that your characters stand on their status boxes during battle-a most interesting feature. This allows you to watch your status more closely as you battle the Sinistrals. Lufia takes place in both the past and present, has a great story and offers a good challenge to entry level and veteran RPG players alike. -Kid Fan





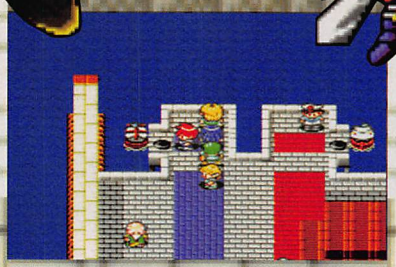














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Visual Concepts

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PAC-ATTACK







Looking for a good puzzle game? Do you like Pac Man? Is your favorite puzzle game Tetris? Well, has Namco got a game for you. Pac Attack Has all the addicting qualities of Tetris with blinky and the gang trying to ruin your fun. Pac Attack really does take the Tetris theme to a new level with some interesting play mechanics. For instance, not only do you have to place the blocks precisely but you must also place them so Pac Man can get to all the annoying ghosts that fall from the sky. It isn't easy, but (if you're lucky) a fairy will come and gobble all ghosts at once and put you back in the game. There is also an excellent 2 player game where Pac Man And Miss Pac man try to ruin each other's lives by raising the level of the other player each time a level is completed. And finally there is puzzle mode, which is my personal favorite. With 100 levels to complete and only 3 Pac Men per level to do it in, you must arrange the blocks so that all of the ghosts are lined up for munch'n. Although I play a lot of puzzle games, Pac Attack is one I will play for along time (I have to get to the 100th level!)

-Zippy











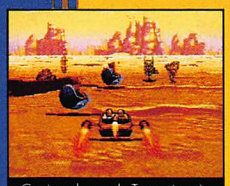


STAY TUNED FOR THE PAK-ATTACK CONTEST IN NEXT MONTH'S ISSUE!

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All this, plus the incredibly intense 3-D graphics, music and sound effects that you would expect on the Super NES and demand from the people who brought you this classic movie saga. So grab your blaster, strap on your light saber and take on the Evil Empire in your quest for galactic freedom!

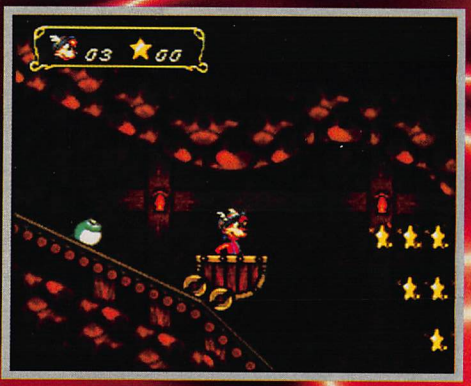
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SNES PREVIEWS


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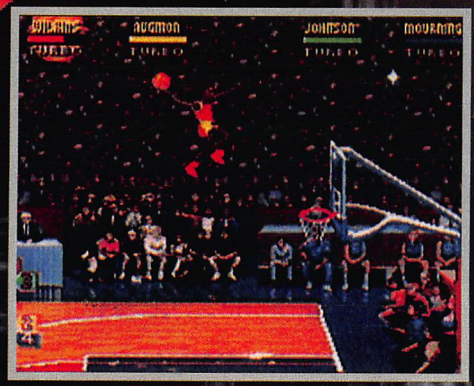


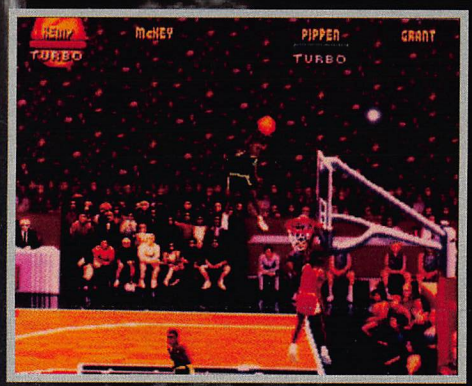


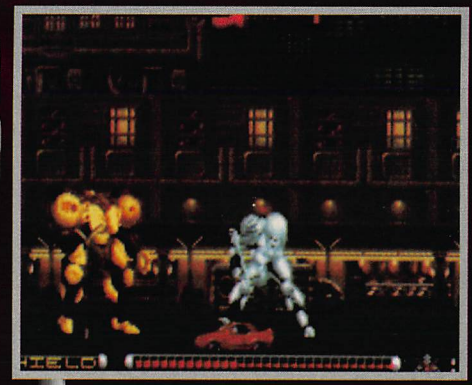
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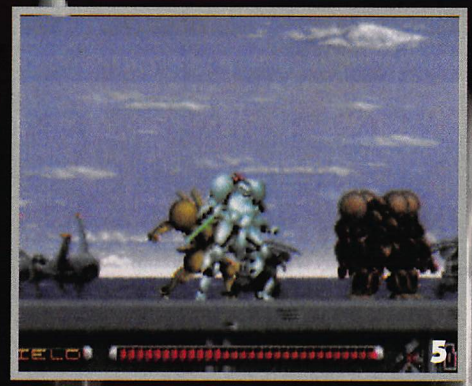


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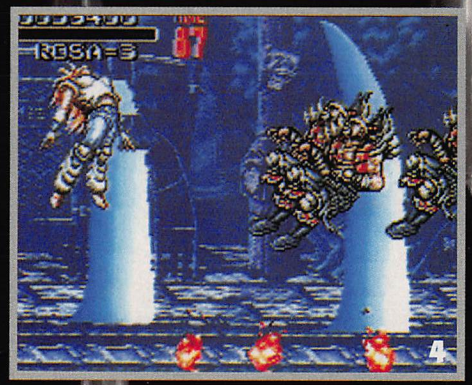








5



4



Here's just a few of the great new titles coming soon (between now and January) for the Super NES; (1) Ardy Lightfoot, by Ascii. (2) Lethal Enforcers, by Konami.(3) N.B.A. Jam, from Acclaim (oh my, wait till you see this one!) (4) Undercover Cops from Irem, and (5) Genocide Two from Kemco. Ardy Lightfoot looks like an odd but promising little character, Lethal Enforcers will feature all the color found in the coin-op, N.B.A. Jam is so close to the original that you won't believe your eyes (this title will see a simultaneous Genesis release) and, if you're familiar with G2, then you have to be excited about this awesome title which features a rad lead character who dawns a massive cybersuit. Good stuff!



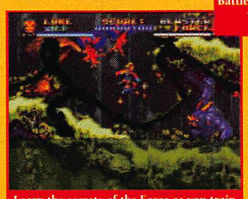
Will You Accept the Challenge of a Jedi Knight?



Teach a gruesome ice beast a few manners as only a Jedi Knight can!



Battle menacing probe droids and Imperial Walkers on the ice planet Hoth!



Learn the secrets of the Force as you train in the hostile world of Dagobah with the Jedi Master Yoda.

Pursued across the galaxy, you and your Rebel Forces now marshall new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action-packed sequel to the hit game, Super Star Wars.

Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

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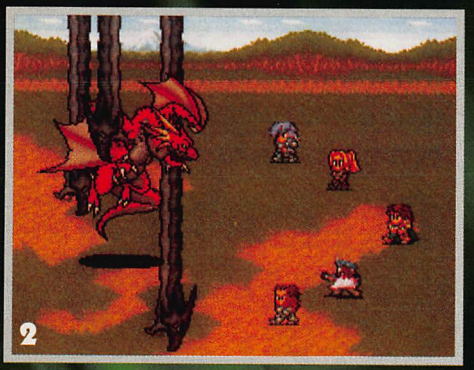
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E Storm's IMPORT UPDATE

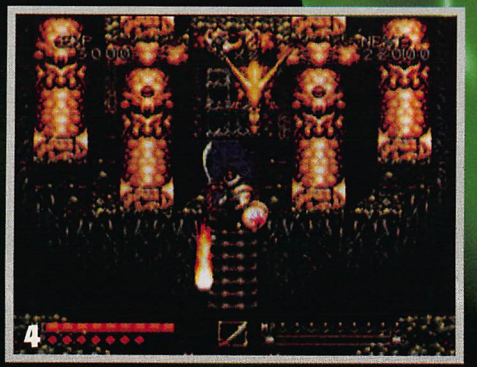
SUPER FAMICOM



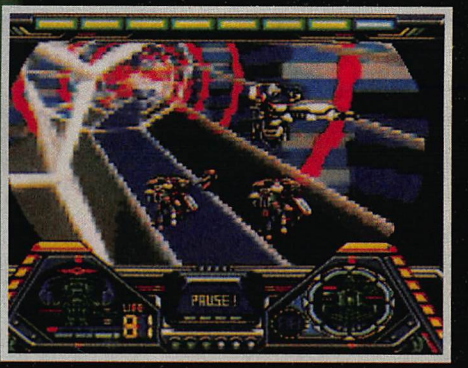


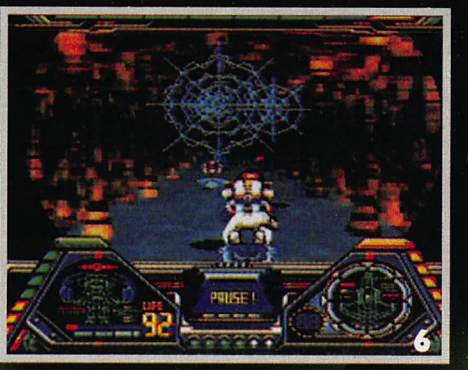
















Here's a look at the some of the hottest holiday releases for the Super Famicom in Japan; (1) Dragon Ball Z- 2, from Bandai, avail. Dec 17, (2) the continuing saga of the mega-hit, Romancing Saga, by Square, avail. now (3) Rock-Man (Mega-Man) Soccer by Capcom, avail. Dec. (4) Alcahest, by Square, avail. Dec. (5) Zoku, by Magifact, avail. now and (6) Accelebrid, by Tomy, avail. now. Dragon Ball Z-2 is the sequel to the hit one-on-one fighting game and features line scrolls, larger characters and more super moves. Rock-Man Soccer is self explanatory, Alcahest is an overhead Action/RPG, originally started by Hal and is now being buttoned up by the wizards at Square. Zoku features side scrolling action and first person, Mode 7 driving and Accelebrid is an innovative first person, scaling racer that should break new ground in the genre.

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SECRET
FOUR WINDS. ONE WARRIOR MUST
of
UNDERTAKE A DANGEROUS JOUR-


MANA
NEY TO RECAPTURE THE POWER.
FUL FORCE AND MAKE MANA
WHOLE. OR THE WORLD AS WE
KNOW IT WILL CEASE TO EXIST.

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16 Megs of action, story, graphics, weapons and more, including: Eight levels of weapons and eight levels of spells ❧ Bigger characters and better animation ❧ More bosses and enemies to wage battle against ❧ Extensive use of sophisticated modes and special effects, including smooth, seamless flight animation ❧ Long game play ❧ Simultaneous 3-player capability ❧ Player's strategy manual and map ❧ Battery back-up that saves up to four different games. All of which adds up to an exciting new playing experience.

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Summon your dragon and fly from one exotic land to the next in search of clues for Mana.

Wage battles with monsters and mutants. Win and you can absorb their powers. Lose and part of your lifeforce is drained away.





Journey to colorful villages where you can buy special foods to restore your powers, or secret potions to overcome black magic.

A special rotary select feature lets you easily choose from among different weapons, tools or treasures.





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TOSHIBA/EMI · 1-2 PLAYER · 8 MEG · NOW JPN.

Battle Master





Toshiba's first fighting game, Battle Master, features (or tries to feature) Street Fighter 2 style moves with its own cast of character clones. Unfortunately however, this game is void of line scrolls, has little detail in the backgrounds and lacks the appeal needed to compete in the fighting genre. The fact that you can hurl fireballs and do 1/4 turn kick moves isn't going to sell games, something that anyone who decides to release this game here will find out. More animation, better tunes and cleaner art would have put this title over the hump, but sadly, Battle Master falls way short. - *Yoshi*



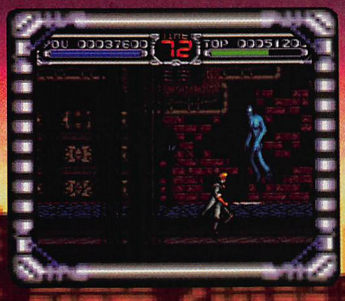














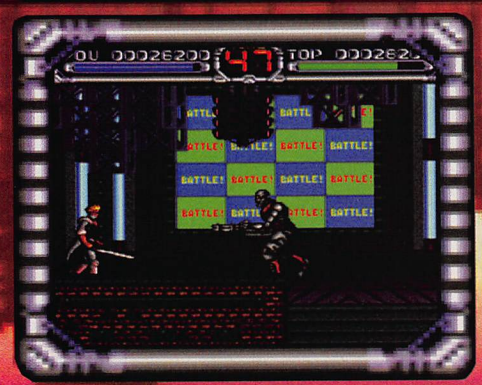


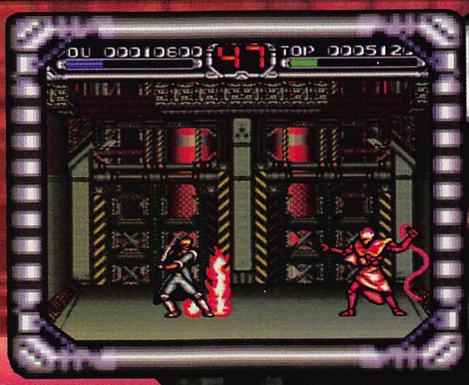


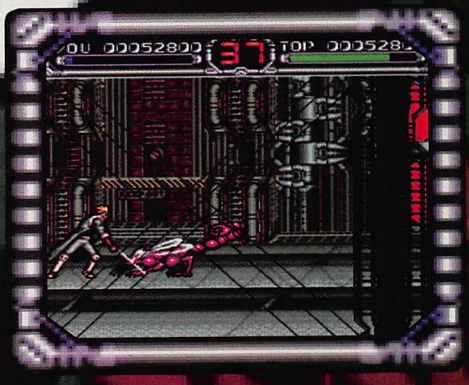
Sword Maniac

TOSHIBA/EMI · 1-2 PLAYER · 8 MEG · NOW JPN.

Toshiba's latest action game effort, Sword Maniac, is their best effort yet. This title features great background animation, good control and gobs of vivid color. It also has a one on one mode, but this is not a place you want to go, as it is about as much fun as watching paint dry. The game itself, however, is quite good, with detailed sprites, transparencies, up to 3 scrolls and good control. The only modification that would be needed for a US translation would be redesigning the character, he's a bit to stiff for my taste. So, if your looking for a good action game with a distinct import feel than sword Maniac is worth a look. - *Yoshi*







ENIX • 1 PLAYER • 16 MEG • AVAIL NOW JPN.



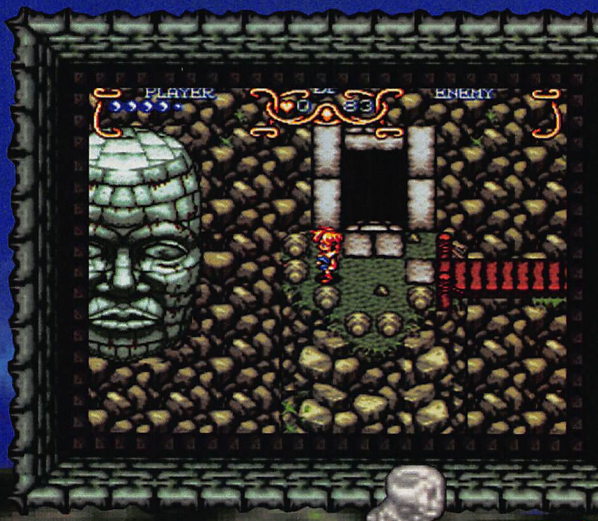






The kings of both action and RPG at Enix Japan are at it again, this time with "The Illusion of Gia", a new action/RPG so good that even Link himself might need to worry a little bit. The play mechanics in Gia are very reminiscent of Soul Blazer, although the towns are not quite as complicated. Gia is an excellent overall package but probably the most noteworthy feature is the incredible detail in the graphics. Everything is drawn, colored and shaded to perfection. Of course Enix didn't stop there. The music in Gia is also awesome. In fact, everything about this game spells mega hit. So, for '93 Enix has Act Raiser 2, 7th Rune, and Gia. And Brain Dream is on the







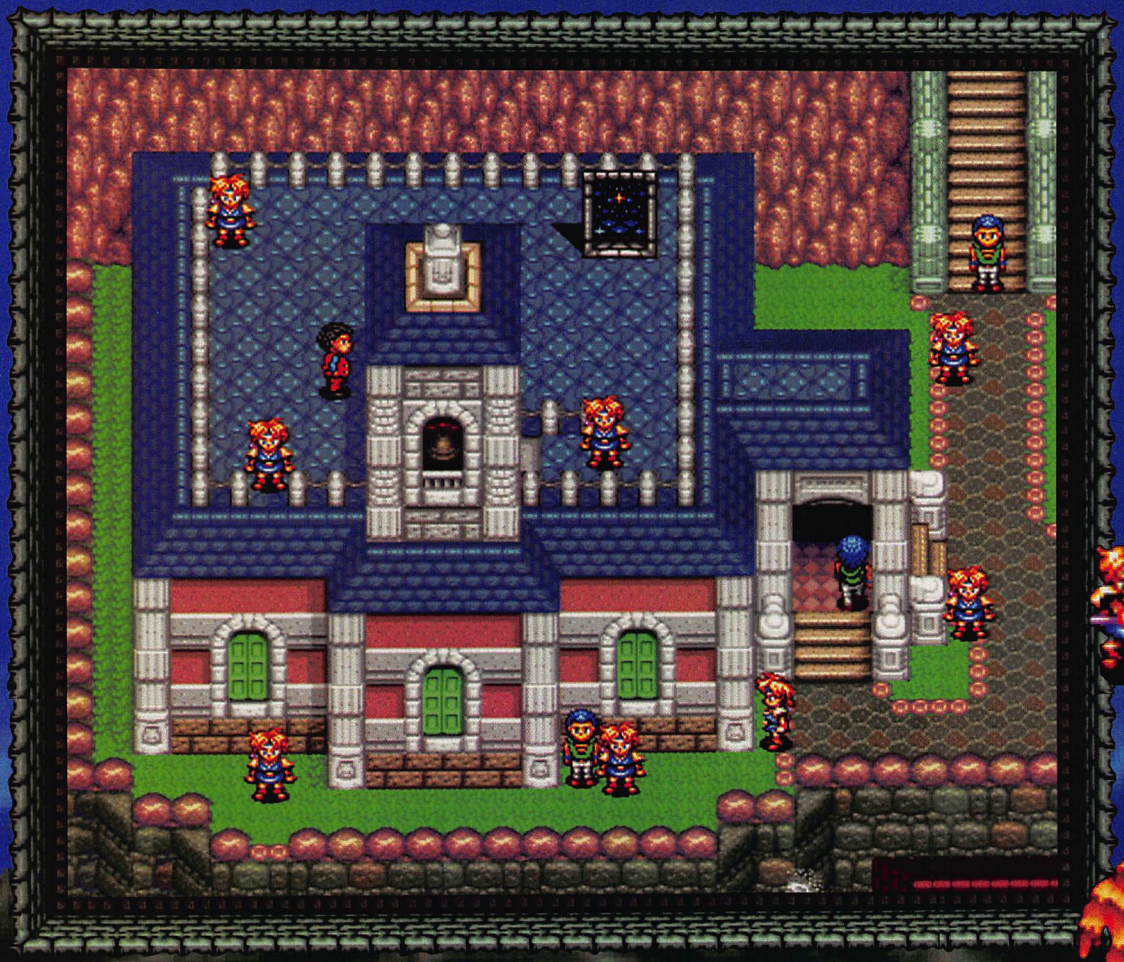






Illusion of Gia



















way this December, another great looking action rpg. Although no american name was available at press time, we can tell you that Gia will be coming out here in '94. It could simply be called Soul Blazer 2, but no final name has been decided on. As soon as we get further details, we'll let you know, but for now, feast your eyes on one of the new SNES titles you'll be playing in '94. *-E.Storm*











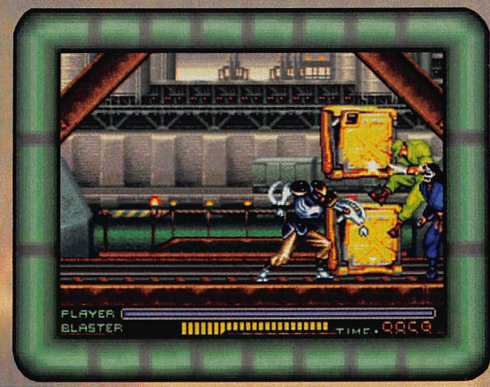
TAITO · 1 PLAYER · 8 MEG · DEC. JPN.





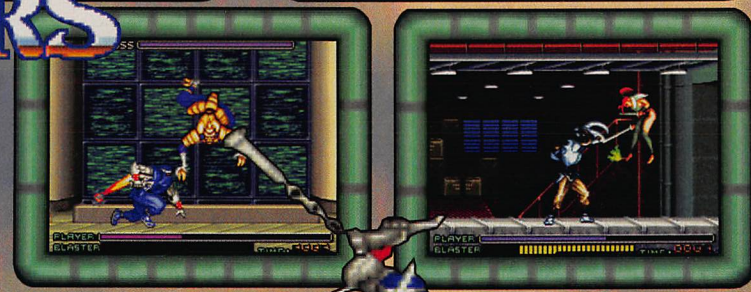






THE NINJA WARRIORS AGAIN









Back in 88 Ninja Warriors was introduced in the arcades and was met with critical acclaim. Then, just recently, the same title made its way to the Sega CD. Even though it was an exact translation many people thought it seemed a bit aged. Now, for the Super Famicom version, Taito has taken a totally new approach, and given Ninja Warriors a major face lift. From beginning to end it is all new, from the characters to the moves to the playability. The three new characters are awesome! (a female ninja) is fast and nimble, (a robotic warrior) is slow, but deadly and powerful, and (a true ninja warrior) is a well balanced fighter. The graphics in this sequel are pure arcade quality and the music is awesome, but probably the coolest feature is the fact that you can slow the action with the L button, or speed it up with R. As far as I

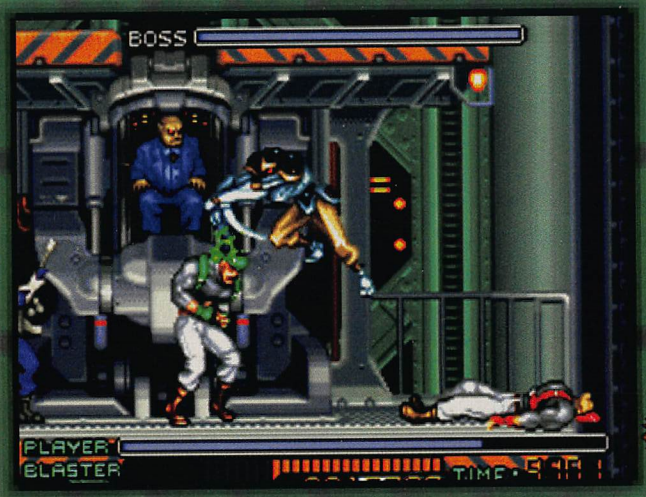














know, this is the first game with built in slow, and fast motion. The version you see here is only at 60% completion and no US release has been announced, but I'm quite sure that Taito will have this game at the upcoming CES. I hope so...it's awesome. *-Storm out*













IREM · 1 PLAYER · 16 MEG · TBA



R-TYPE III

THE THIRD LIGHTNING

US, I think once in awhile a company can be justified in taking a gamble and with Super R-Type 3 I think Irem has a real winner. The version you see here is only 50% complete and is due out in Japan this December. So, if you're really in to R-Type, you might want to hunt down an import version. Believe me, it's worth the effort. *- E. Storm*



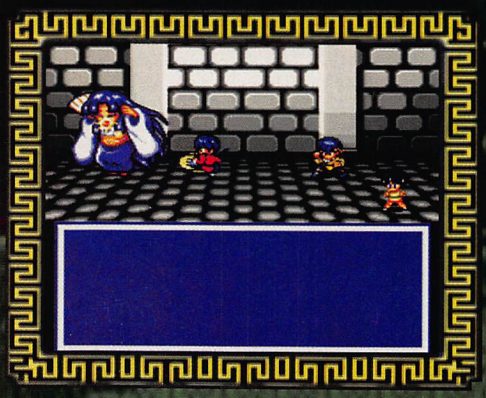
RANMA NIBUNNOICHI

らんま 1/2

TOHO · 1 PLAYER · 8 MEG · NOW JPN.

All you Ranma fans out there will cry for this new RPG from Toho of Japan. The story starts off when a man breaks the Red Cat Monster's grave and he is reincarnated back in to the world. So Ranma and his friends take off on a journey to find the"Star Crystal" needed seal him once again, this Crystal can also enable Ranma to stay in male form. (As you all know Ranma turns into a woman when he gets wet).

The fighting scenes in Ranma are similar to the Final Fantasy series. The only shortcoming with this game is that the walking speed is a little slow, but the field map is not that big, so it doesn't effect the gameplay much. Other than that, this is a good RPG. Some of the enemy characters are huge, and one especially, (a huge bear) made me laugh. When he attack's he shouts "Ryu-Kuma-Ken!". This attack makes fun of Ryu's Sho-Ryu-Ken from SF2. He actually does jump and punch in the air. The story in this game is all original, but the music and the way the character talks is exactly the same as the original animation series. Since Ranma 1/2 part 2(the fighting game) is coming out here, from (DTMC), I hope they will consider picking up this Ranma title as well, it's a good solid RPG with that dose of fun only Ramna can provide.. - *Special K*



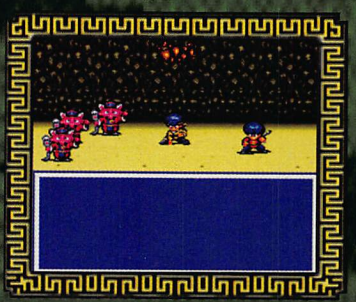


















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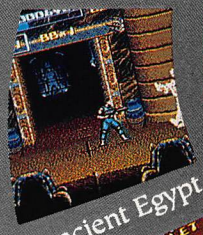
Your Time Will Come.

TIMESLIP™

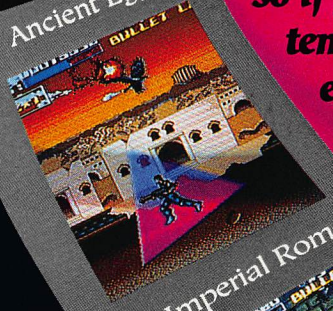
A rift in what you humanoids call the time continuum will allow Tirmat to savor your untimely death. You see, our disruptors will enter your temporal space and destroy your ancestors. You and your offspring will disappear as if sucked into a void. Of course, I love a challenge, so if you would care to slip through the temporal vortex and follow me to an earth of bygone days...But where will I be? One thing is certain; your time has come.



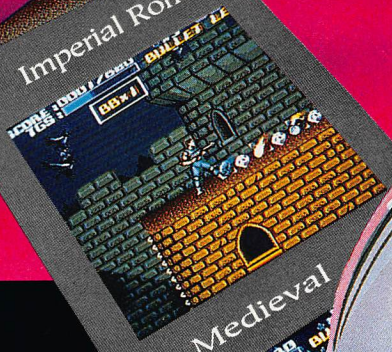
Cretaceous



Ancient Egypt



Imperial Rome



Medieval



2097 A.D.



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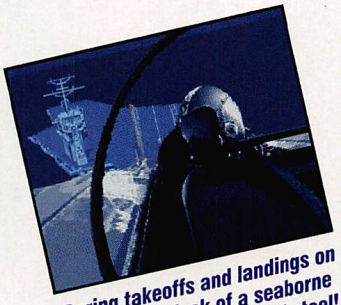
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TIME FOR MORTAL

ALL NEW! 16 MEGS OF POWER!



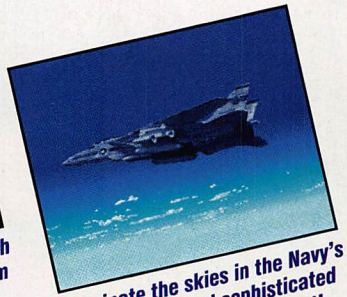


Daring takeoffs and landings on the rolling deck of a seaborne carrier call for nerves of steel!

Flying kicks. Super punches. Fireballs. Death blows. Some people call this type of fighting "combat." But there are others who call it kid stuff. Like anyone who's sat in the cockpit of an M1A2 Abrams battletank, ears ringing with each blast of its 120mm cannon. Or someone who, 30,000 feet above the Mediterranean, banked their F-14 Tomcat at Mach 2 to shake a MiG off their tail. Now we're talking mortal combat!



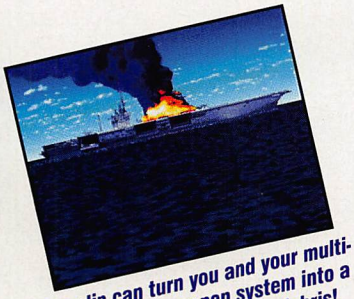
Sight enemy MiGs with the hi-tech Heads-Up Display and blow them out of the sky!



Dominate the skies in the Navy's most lethal and sophisticated weapon, the F-14 Tomcat!



Challenging night operations test the skill of even the most expert pilots!



One slip can turn you and your multi-million-dollar weapon system into a twisted heap of flaming debris!

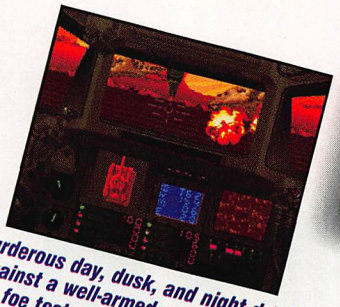
SOME REAL COMBAT!



And you can too with our spectacular new 16 MEG military simulators, ***SUPER BATTLETANK 2***™ *and* ***TURN AND BURN: NO-FLY ZONE***™. *They're not real life, of course, but their mind-blowing graphics, senses-shattering 16-bit sound, and lifelike animation make for combat action that sure feels that way.*

Forearm jabs? Roundhouses? Come on. Forget the kid stuff. Try fighting like the big boys do.

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Murderous day, dusk, and night duels against a well-armed and numerous foe test your tactical ability!





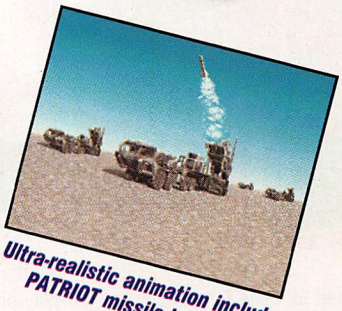
Go topside to take on attackers with the high-speed Phalanx machine gun!



Call in F-15 air support to swoop down and lay waste to enemy resistance!



Kill shot! Re-live your victories with full-motion video replays of enemy acquisition and termination!

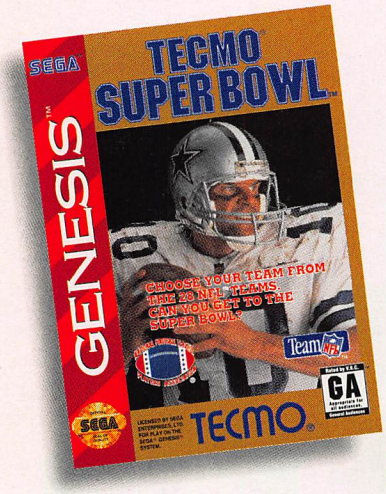


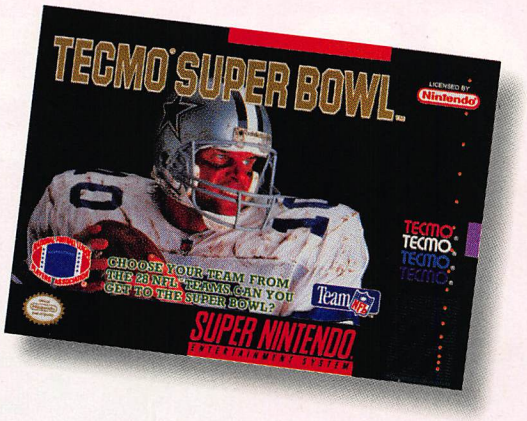
Ultra-realistic animation includes PATRIOT missile launches!

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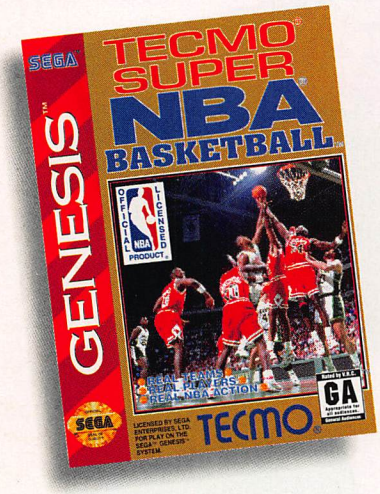
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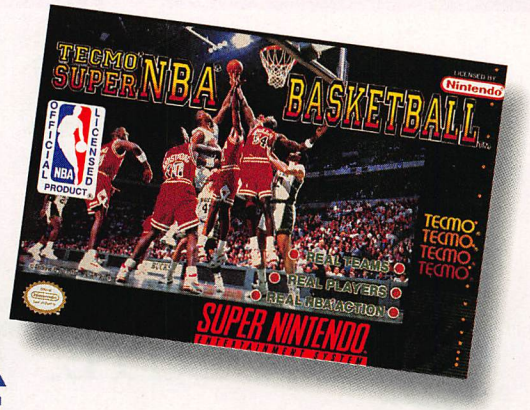


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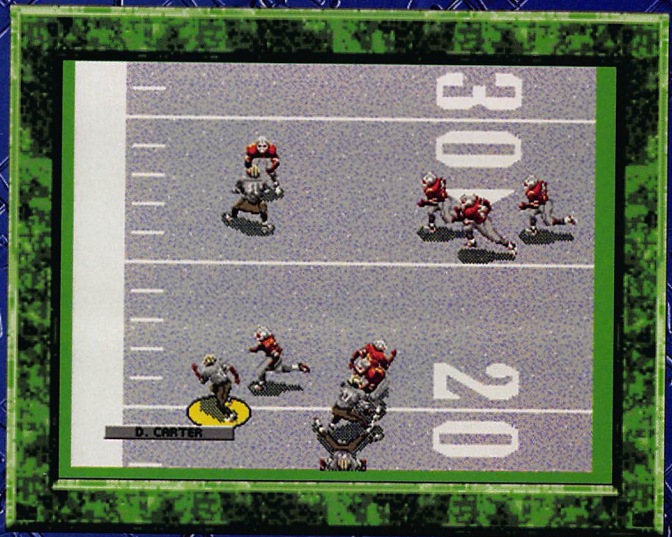


TALKO TALK

Last month, I broached the subject of professional athletes and the responsibilities they assume when taking on high-profile media campaigns. After that column was finished, the NBA went through a rash of contract signings that has sent the sports industry reeling. It was like a row of dominoes going over, one by one. Hardaway begat Johnson who begat Webber, etc., etc.. Long term contracts with figures in the $80 million range are now the new target and it won't take Chris Mullin's or Scottie Pippen's agent long to make sure their client has his nose buried deep in the trough. All is not what it seems, however. Much of this money is deferred over very long term contracts in order to deal with short term salary caps. The money gets bigger as time goes on and there are injury clauses, etc.. So, the owners aren't smoking paint 24 hours a day. Fans that are bringing home $500 a week are having a hard time swallowing National Debt type numbers but the bottom line is; don't like it...don't go. As long as the fans go through the turnstiles, turn on the tube and buy all those brewskis, the salaries will continue to rise and the basic economic law of supply and demand will be served. All is not rosy in professional sports, however. Many franchises that are not in major TV markets require the support of their league to make payroll and some professional sports are run more like a socialist economy than a profit-taking business venture. What we really have in professional sports, for the most part, is a group of 50-60 year old men with very large toys. They have made their money elsewhere and this is the way their egos get even for never having played the game. So, when the owners start crying in the media, it's very hard to generate a whole lot of sympathy for them. This is the entertainment business except nobody is really that concerned about the bottom line. It won't be too long before we see $100 million and beyond...so, keep your hand on your wallet and keep an eye on those ticket prices...$10 Dodger Dogs are on the horizon. See you next month... - *Talko*



I have been intimately involved in the Madden/Montana saga since its inception. Sega, always the bridesmaid and never the bride, has been playing catch-up with the vaunted Madden series from EA Sports ever since an excited group of game testers at Sega first pushed the EPROM of the original Madden into the Genesis in the fall of '90. While Madden established an early lead in graphic quality and the game play established a standard that EA Sports has been improving upon ever since, Sega countered by using their technological resources to give Montana whiz-bang features like digitized players, zoom windows and the Sportstalk play-by-play system. The problem was that, while Sega had all of the graphic candy and the NFL license and the announcer, etc., etc., the game play was weak. The computer controlled offense had no game plan and the artificial intelligence was MIA. How many times in Montana 2 or 3 did you watch in disgust as the computer's team was driving to score in the final two minutes and it would call a running play or the QB would sit back in the pocket, waiting to be sacked? Well, apparently Sega has been paying close attention to what EA has been doing and what consumers have been saying about the Montana product. It's a whole new season now that finds Joe in Kansas City, Madden with a new graphic engine and Sega making an extensive commitment to the development and promotion of top-notch sports titles via its latest venture; Sega Sports. NFL Football '94 Starring Joe



Montana is the first offering from Sega Sports and, in a nutshell, it does nothing less than set a new quality standard for 16-bit sports titles. I have never found a football game to be this thoroughly entertaining and addictive. Sega Sports' motto is "We Sweat The Details" and this is very apparent in Montana '94. The passing game is the first area to benefit from this philosophy. In conjunction with the game's new behind the QB perspective, the passing game opens up and it is sooo easy to find the open man and react to the computer defense. As opposed to previous Montana games, where the passing game was purely guesswork as your receivers flew off screen on long patterns and left you praying that they were open. Also, the entire offensive play book is now usable with receivers that actually run their patterns and make their cuts...no more winging it and then watching in horror as your receiver disappears into never-never land and the DB picks the ball off and runs down the sideline for an easy six. They've also improved the coordination between the full field view and the zoom view so that you know, when the screen makes the switch, exactly where your receiver/runner is on the field. This doesn't mean that you're going to be rolling over your computer opponents, however. The defenses they throw at you are very aggressive and, if you fall into play-calling patterns, you will not be able to move the ball. Conversely, you can not just blitz at will on defense. The computer offense will eat you alive. NFL Football '94 is tough!, but not so tough to frustrate the average player. The addition of full season play and real players with saved league leader statistics is the feature that really sends the game over the top. There's something about choosing the 49ers as your team and then filling Steve Young's shoes and seeing your statistics up there with the league leaders that brings you that much more into the game. I've been shouting at developers, programmers and marketing people for the past two years to incorporate these features in their games. I don't know if they listened but I do know that we're (finally) starting to see games that offer the long term play value that most sports gamers yearn for. NFL Football '94 Starring Joe Montana will be available November 15. Mark this day on your calendar...it is the day that Sega Sports officially claims the brass ring in 16-bit football game design.

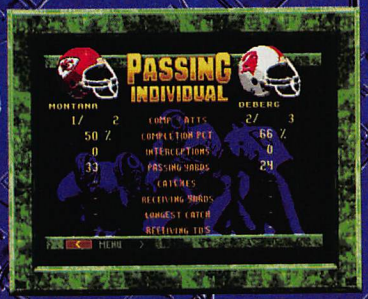
-Talko

















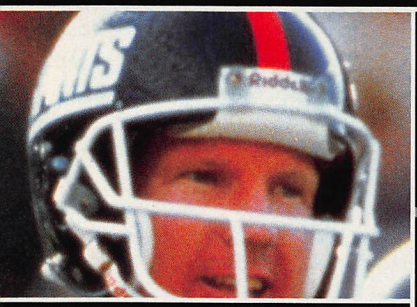




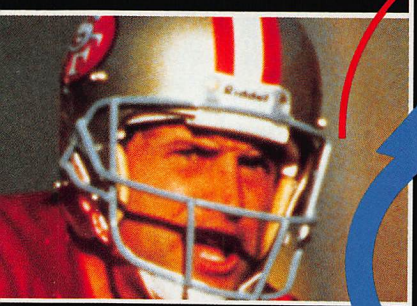




THE ONLY WAY TO





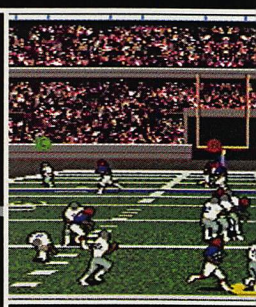


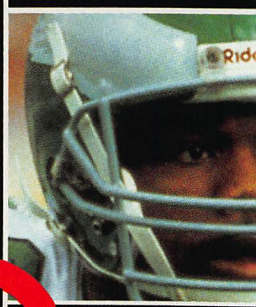


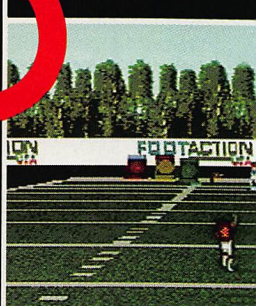
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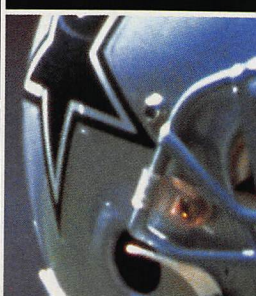


CLUB™









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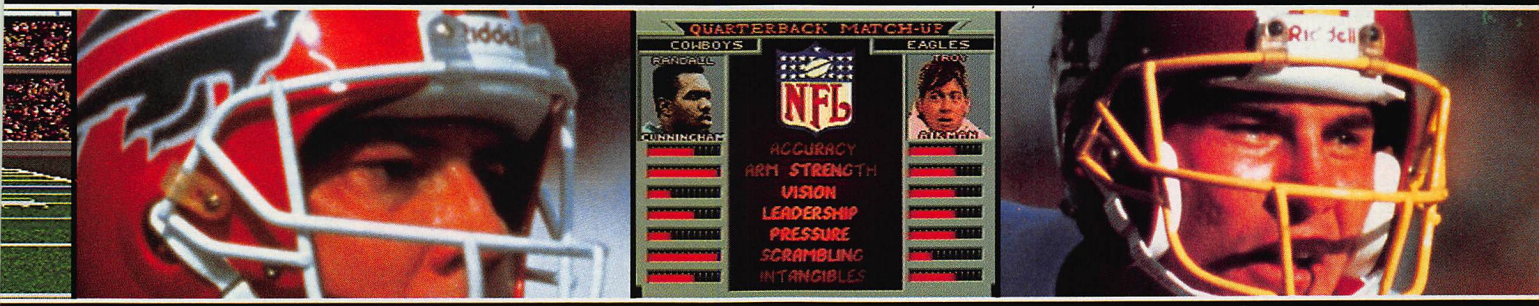
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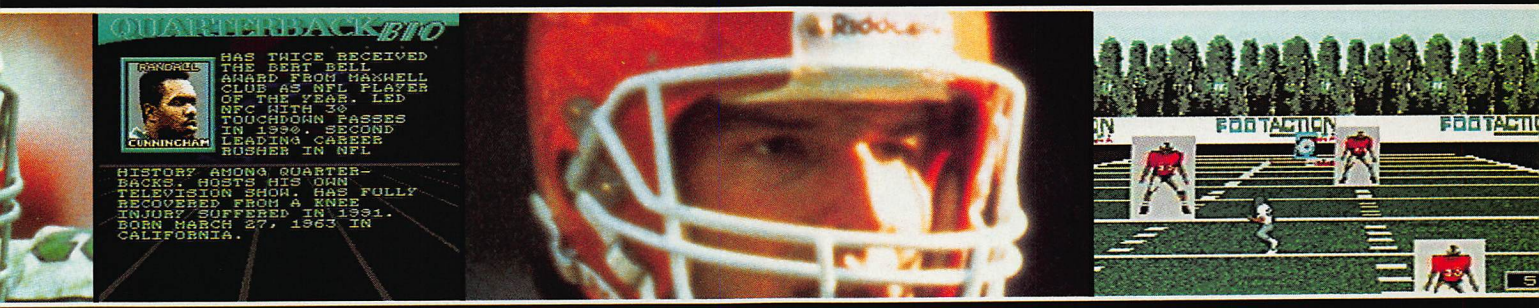
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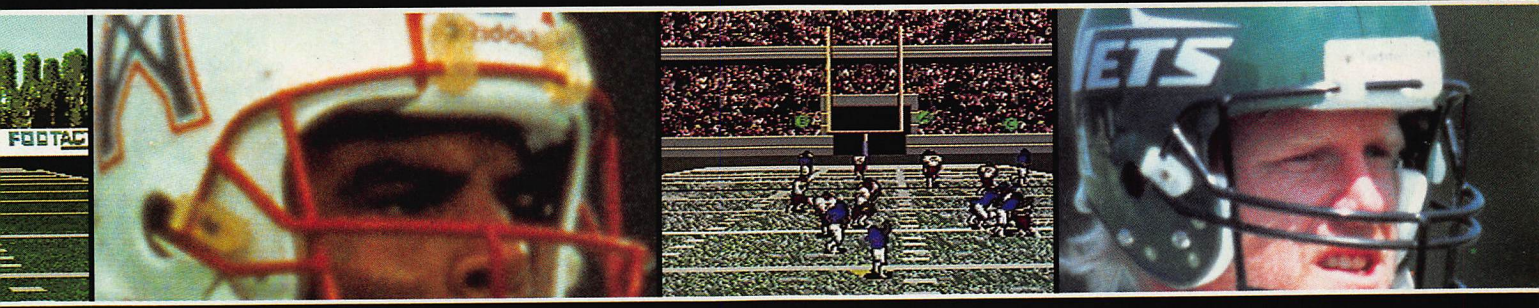
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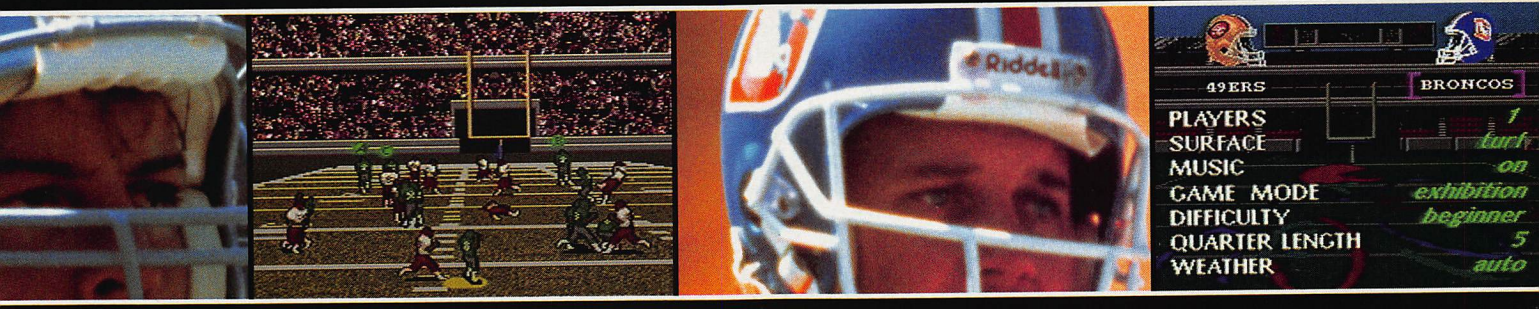
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PLAY THE GAME!





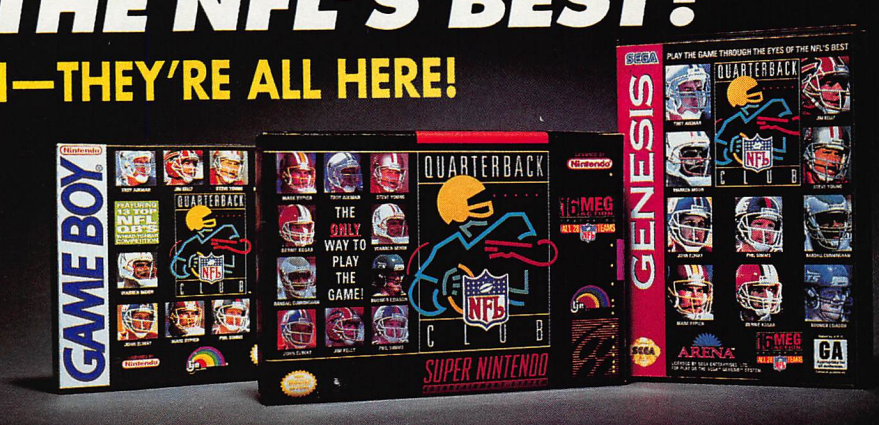




THE EYES OF THE NFL'S BEST!

ESIASON, YOUNG, RYPIEN—THEY'RE ALL HERE!

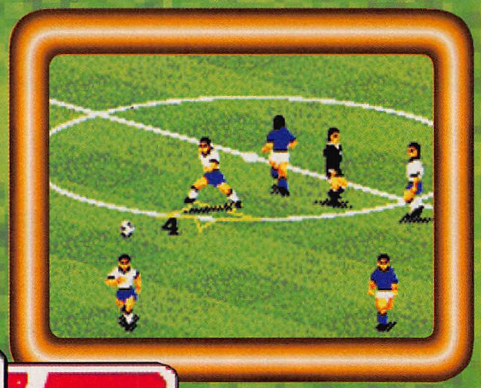
- Playoff and Super Bowl Matchups
- Trade quarterbacks... and see who's really #1!



Acclaim entertainment inc.

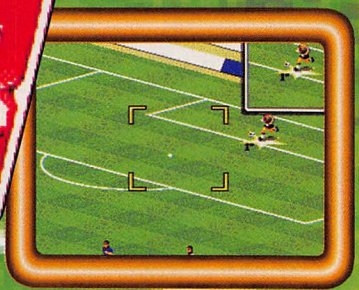




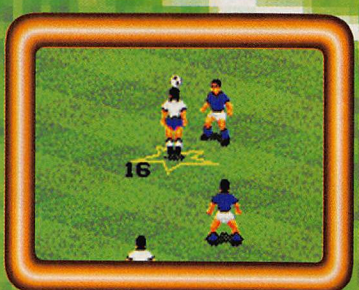


FIFA INTERNATIONAL SOCCER



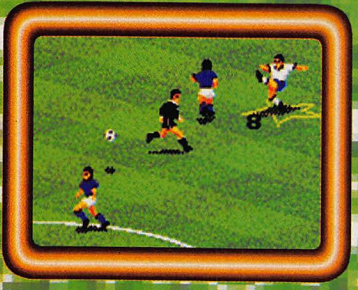


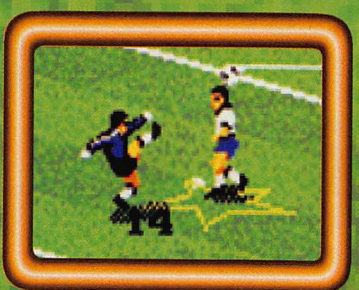


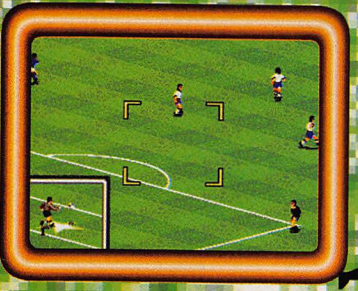


The world's most popular sport is about to become the Genesis' most duplicated game! The soccer EPROMs just keep coming across my desk-some real good and some destined to be coasters. Do you think all of these new releases might be connected to the upcoming World Cup? Nah...must be a coincidence. Anyway, the dust has settled and the gold medal awarded (at least on the video game front) to FIFA International Soccer by EA Sports. This cart. has it all and a unique 3/4 perspective to boot. The field scrolls smoothly, kinda like Tengen's RBI IV, and the players are magnificently animated. Of course, looks aren't everything and I'll say it again sports fans...game play is what it's all about!

The first thing you'll notice is how smart your computer teammates are; they slide tackle, dive for headers, pass the ball to you and are generally in the right spot at the right time! I've never seen anything like it-it gives you the feeling of really playing on a team, rather than being the joystick dictator. Of course, a quick tap of the 'B' button will give you control of the player with the ball-but I don't recommend taking control too often or you'll probably screw the play up. FIFA also offers up some worthwhile strategy options such as attack mode and field positioning of each line. What really adds to the feeling of "playing" a game are the outstanding sound effects. The chants of the frenzied fans are unreal-you won't believe it 'til you hear it! It's like being there. Once you get over the sights and sounds, you'll realize that this is one cart. where the computer opponent is tough-so be sure to pick a patsy like Columbia or China for your first couple of matches. Then, you may be ready for the Germans or the British!

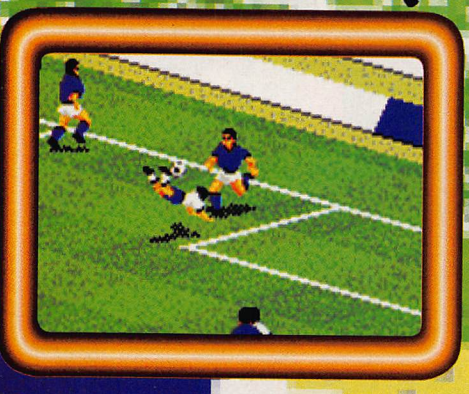


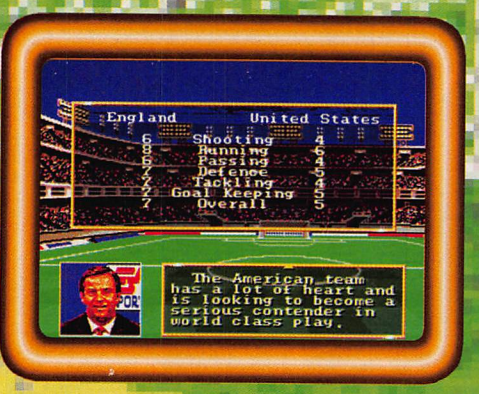






Hats off to EA Sports for a truly fun-filled offering-one which will surely keep you coming back again and again. EA Sports has done what no one else has; FIFA International Soccer is one cart. worthy of being called "football". *-Dr. E*

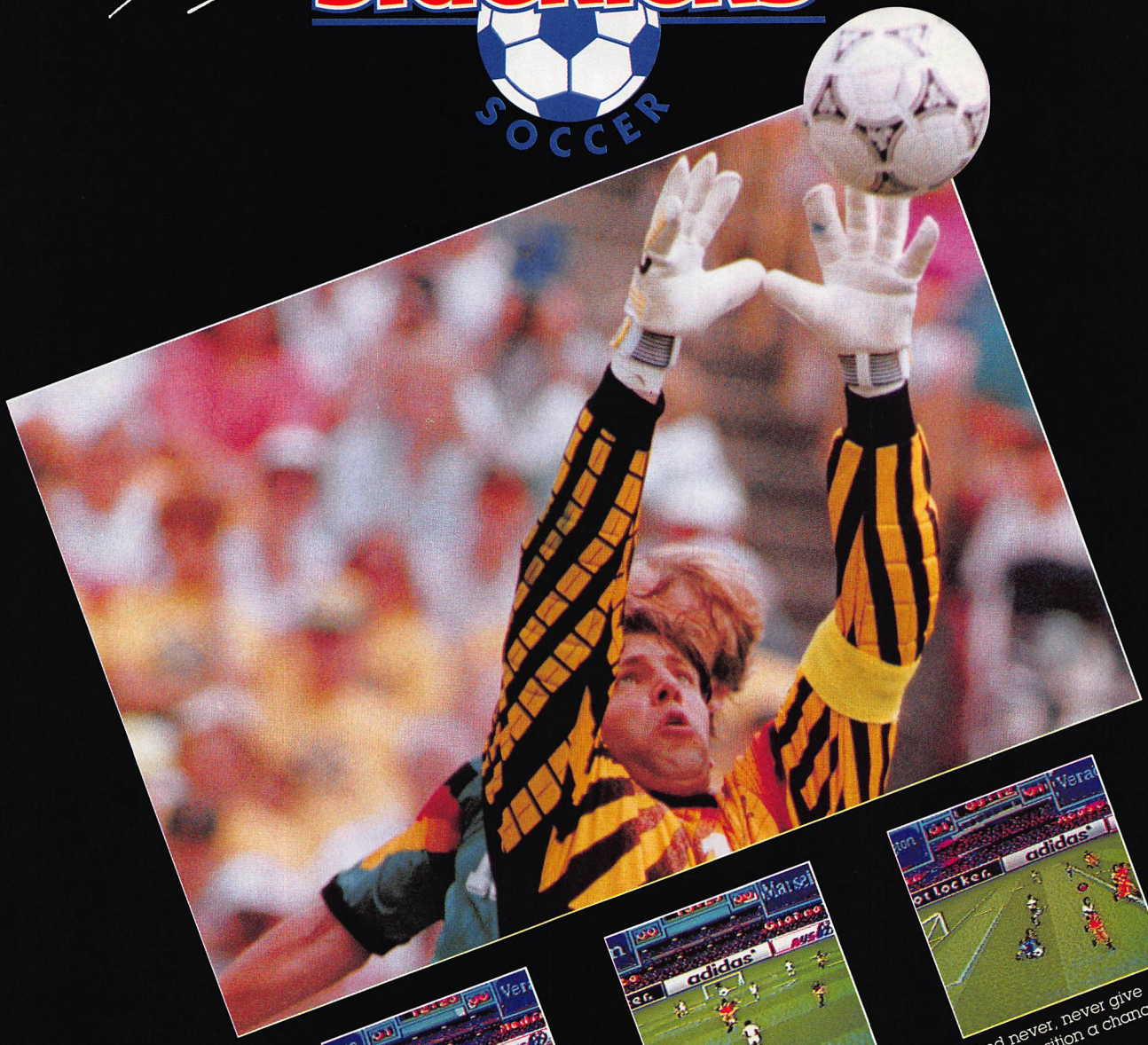


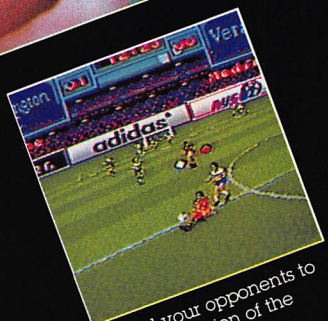




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Pound your opponents to gain possession of the ball . . .

Rocket the ball at the goal with a mind-shattering bicycle kick . . .

And never, never give the opposition a chance to score . . .

With the most realistic Mode 7 soccer simulation ever to take the field!

Sidekicks™ MAGAZINE

adidas

AYSO

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AWS PRO MOVES SOCCER





How does the phrase go; "A day late and a dollar short"? Well, in the case of ASCII Ware's Pro Moves Soccer, you might say; "A year late and a little programming short". It's unfortunate, too, because this title may have done pretty well if released this time last year. However, over the last 10-12 months, we've seen some pretty impressive titles led by EA's latest, and Pro Moves falls a wee bit shy by today's standards. But enough, let's get down to the cart. at hand. ASCII Ware has developed an odd sense of sound and style into Pro Moves, which you'll notice as soon as you plug it in. Strange music, kinda Fright Night" like, greets you with the title screen. The players become faster AFTER they've taken control of the ball, nearly un-catchable! You'll hear the commentator say "head shot" in the middle of the action with no apparent header having taken place and I played this on a 27" monitor! You'll also find certain players that have incredible strength, as one time I threw the ball in from mid-field and it sailed across the field and over the goal! Although these quirks are odd, I must say that I found them entertaining and they added to the enjoyment of a good game. The computer opponent is quite capable and you'll find yourself in a battle each and every contest. I also like the way that, the longer you hold down the "B" button, the more powerful of a shot you take. And the penalty kick screen is one of my favorites! All in all, ASCII Ware's Pro Moves Soccer is an entertaining game that would have been one of the contenders in last year's season, but couldn't quite make the playoffs this year. *- Dr. E*











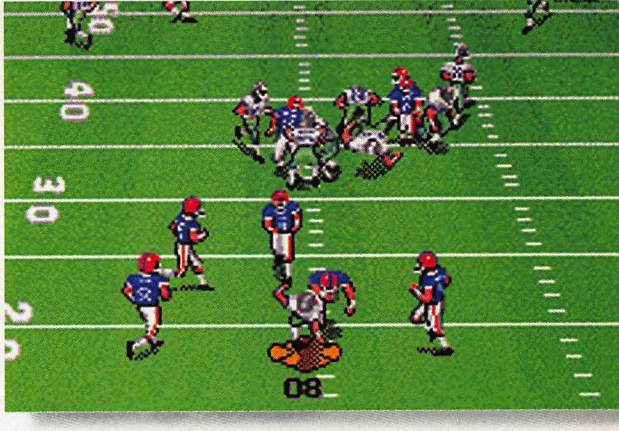




THE NEW SEASON STARTS NOVEMBER 19.




WELCOME



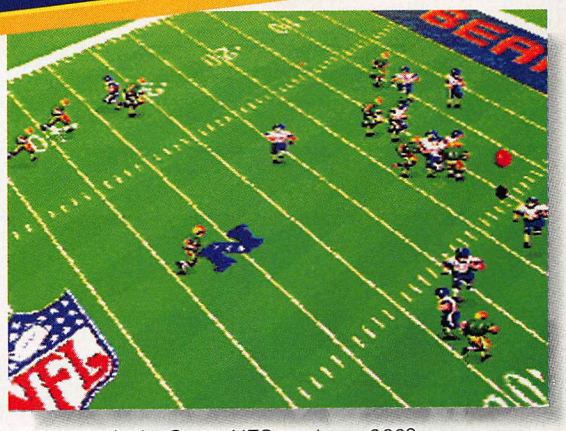
A swarming gang tackle by the Dallas Cowboys is your official greeting from Madden NFL® '94. And every other NFL squad has its own special welcome. The Bills popping the rocket to stretch your "D." The Saints' backers serving you pancakes. The 49ers turning on the afterburners to blow right by your DBs.

The players are bigger and the hits are harder all season long. And John's back with all new commentary. "Now that's big-time football!"

'94 GAME HIGHLIGHTS

- 80 TEAMS
- FULL NFL SEASON
- FASTEST ACTION EVER
- 72 NEW PLAYS
- PLAY FLIPPING
- MULTI-PLAYER SUPPORT
- PLAYOFFS & SUPERBOWL
- NEW PANCAKE HITS

TO THE NFL.



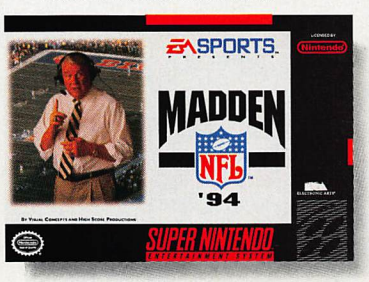
In the Super NES version, a 360° camera lets you review every angle of any play. You can even isolate any player on the field.

It's the biggest players, the fastest action ever. Bluff your playcalling. Customize audibles. See if you're still standing by Super Bowl® Sunday. There's 4 Way Play™ for slamming tournament action. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And let John Madden welcome you to the NFL.



TOURNAMENT 4 WAY PLAY™ SERIES

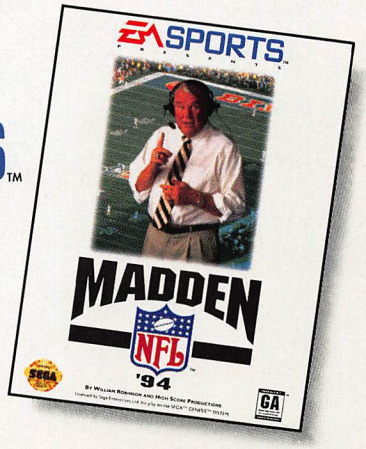
Not only can you play a full NFL season, playoffs and Super Bowl with all 28 '93-'94 teams, you also get the 38 Super Bowl teams since 1966, 12 All-Star franchise teams since 1950, and 2 All-Madden teams.



Also available on Super NES® with Hudson Soft Super Multitap™ 5-player support.

EA SPORTS™

If it's in the game, it's in the game.™



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TECMO SUPER NBA BASKETBALL



It's that time of year again, basketball fans-time to get a new pair of Cons, some sweats and a copy of Tecmo's NBA Basketball for the Genesis. If you're a true Die Hard and own a SNES, you already know what a great job Tecmo did with that version. Well, now they've brought it to Sega and life is just a little better!

NBA Basketball is based on last year's teams and rosters. You may notice that a few players are not in the cities they should be-but that isn't a real problem. The playability factor is the key to Tecmo NBA, as the players are able to run the court smoothly and quickly without any of the congestion found in other b-ball titles. The players are also well proportioned to the court, the hoop, the key and each other. Some confusion may be there at first, as you try to figure out who's who on your team, but you should adjust quickly. Two areas that I look for in a b-ball cart.; rebounding and blocking shots, are here and contribute significantly to the game play. Don't get too carried away trying to block shots, however. The refs have a tendency to call goal tending often (A LOT more than in the SNES version). Just play tough 'D' and get ready to crash the boards. Also, you'll want to move the ball around on offense or you'll likely get your pocket picked-the computer has very quick hands. Speaking of the computer, my one complaint with Tecmo NBA is that the computer isn't much competition. I whomped it 172-78 the first game I played (of course, my near-human opponent, Talko, wasn't much competition either)!

The Genesis version isn't quite up to the standards Tecmo set with the SNES game but it's still, without a doubt, the best basketball cart. available for the system. Now, get out there and practice and someday maybe, just maybe, people will refer to you as the next...Dr. E



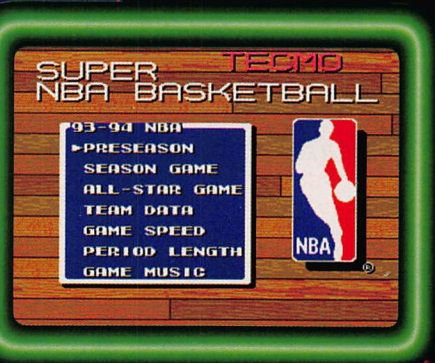










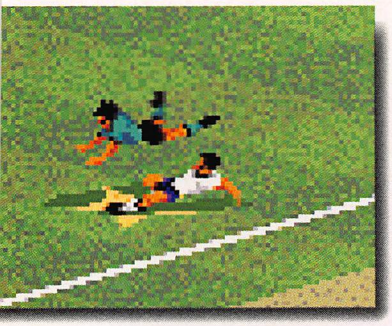






THERE'S ONLY ONE WAY TO DESCRIBE FIFA INTERNATIONAL SOCCER.


HANDS DO



You get all the moves of the international greats. Like a sliding tackle so real, it'll knock you off your feet.



Choose from all the classic formations. Stack your 5-3-2 line-up with a frontline of Brazilian speedsters. Then blow by the other team.

It took the number one name in sports video games to capture the number one sport in the world. FIFA International Soccer from EA SPORTS.™ It's Italy attacking Brazil. A perfectly executed bicycle kick by Germany. A header just past the goalie's reach and into the net by England.

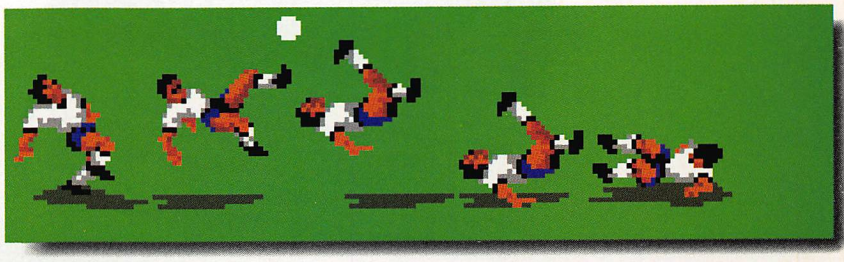
'94 GAME HIGHLIGHTS

- EXCLUSIVE FIFA LICENSE
- 48 INTERNATIONAL TEAMS
- 4 WAY PLAY™ SUPPORT
- 2000+ ANIMATIONS
- 1ST 16-MEG SOCCER GAME
- DIGITIZED CROWD CHANTS

VN THE BEST.



It's you against the goalie. The international title's on the line. And the crowd's a wild, chanting mob. Can you conquer the world?



With over 2000 frames of animation, you can pull off a picture-perfect bicycle kick right in front of the mouth of the goal.

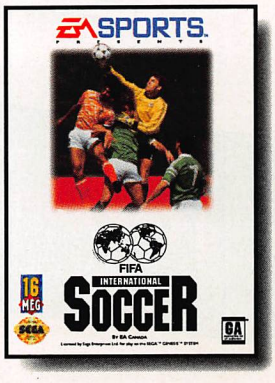
It's the most animation yet in a sports game. So every corner kick, every sliding tackle, every move is picture-perfect. Plus you get the strategy, the plays, the screaming, chanting fans right out of the stadium. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And get the world's best soccer game, hands down.



If your keeper can swallow up every attack on goal, you might just taste victory in the international tournament.

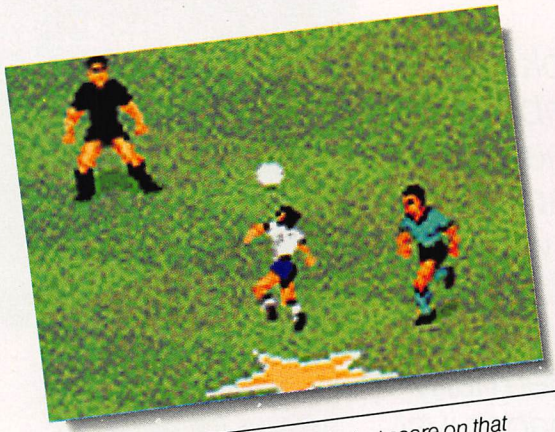
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If it's in the game, it's in the game.™



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"...the most realistic soccer game to date."
—EGM



Use your head and you might just score on that crossing play.

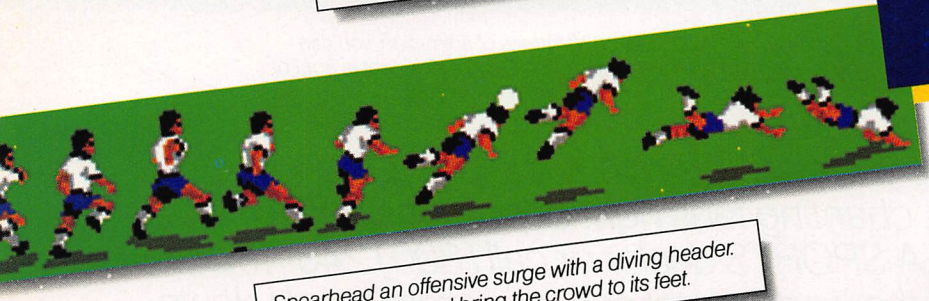


Use a corner kick to mount an all-out attack. Flood their defense with your men, then launch a kick that your striker can push past their lunging goalie.



Design your plan of attack by deciding how you want your players to cover the field. Pull your fullbacks up, send your halfbacks downfield, or position your striker right in the goalie's face.

"What it did for football with Madden NFL® '94, EA SPORTS has done for soccer..."
—Game Pro



Spearhead an offensive surge with a diving header. Leave your feet and bring the crowd to its feet.

TOURNAMENT 4 WAY PLAY™ SERIES

4 Way Play™ kicks tournament action into high gear with 3 on 1, 2 on 2, or 4 on the computer action.

"...a sure bet to win the video game World Cup in '93."
—Die Hard Game Fan

EA SPORTS™

If it's in the game, it's in the game.™

SEGA
2 PLAYER
16 MEG
AVAILABLE
NOW

GREATEST HEAVYWEIGHTS



The key word in Greatest Heavyweights is "options". GH takes the best from Evander Holyfield (character graphics and animation) and adds to it all of the greatest heavyweight champions of the past 60 years. From Louis and Marciano to Ali, Frazier and Holyfield, all of the great ones are here in the video flesh (and looking very much like their real-life counterparts), ready to do battle on the way to the mythical, all-time heavyweight crown. As in Holyfield, you can create your own boxer and take him through a career. As you make it through each contest, you hit the gym and increase your power, speed and endurance. The game play requires that you do more than simply hammer the buttons until you pummel your opponent into submission. You must have a plan of attack when you move toward the other fighters. Some have a better reach than you, some are faster, some are taller and some are more powerful. For example, if you're fighting Frazier, you must jab and move. If you come in to him, he will send you reeling and drop you on the canvas. GH is really the first Genesis boxing game to require that you think before you let the leather fly. Because of this emphasis on strategy versus heavy arcade action, Greatest Heavyweights will keep boxing fans busy for a long, long time. All in all, the game play is excellent, although a little on the difficult side. Last year, the kings of the Genesis ring were Ali and Holyfield. With Greatest Heavyweights, Sega Sports has claimed the championship belt and produced a game that takes those classics a step further and, like NFL '94, brings home a high level of game play that establishes a new target in its genre. *-Talko*



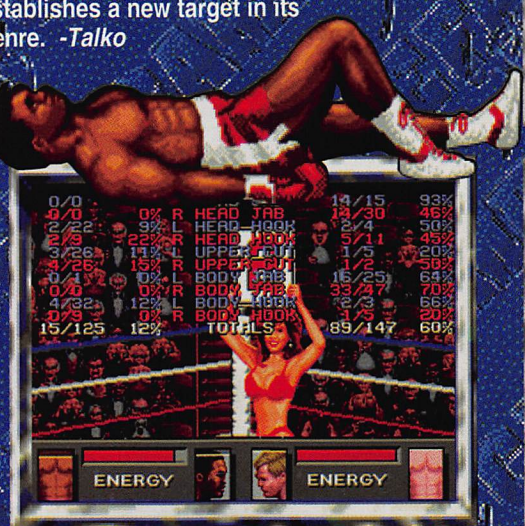








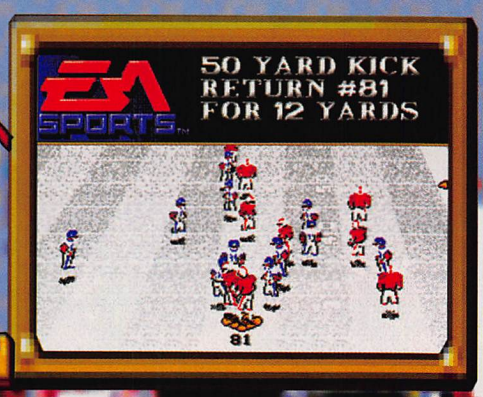






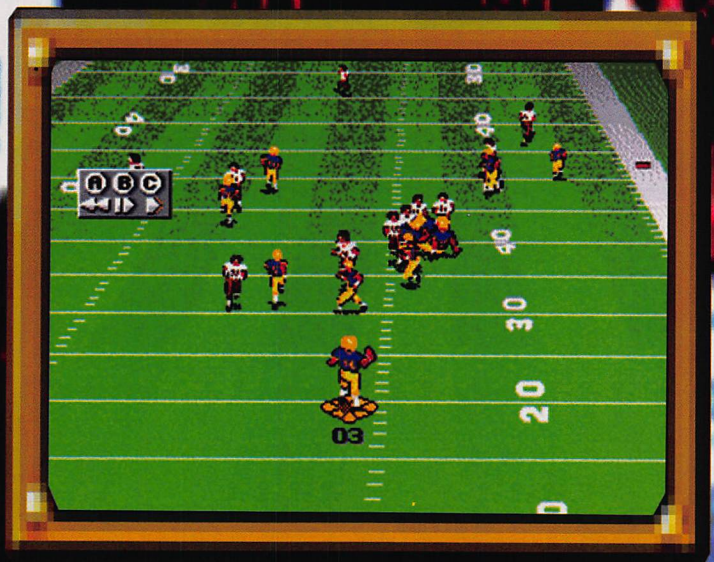
Bill Walsh COLLEGE FOOTBALL



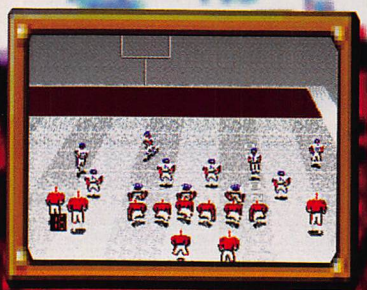


EA Sports is making its first foray into the world of "multimedia" with their premiere offering for the Sega CD; Bill Walsh College Football. This upgraded version of the cartridge game of the same name sports many new features not found in the original 8 meg program, including; digitized video of Bill Walsh offering play calling strategies with CD quality audio commentary from Walsh himself and team rating cards offering 15 attributes for each team. In addition, Bill Walsh College Football CD includes all of the great action from the original game and the new graphic engine that EA Sports has made use of in the cartridge versions of Walsh and Madden NFL '94. As with the cartridge game, you can make use of 4 Way Play, EA Sports' 4 player adapter and take advantage of formations and rules found only in college football, including the Wishbone formation, Student Body Right and the two point conversion. I've been waiting for EA Sports to make the jump to CD football since I first purchased my Sega CD. Walsh CD is an excellent first effort on the new medium and is a good indication that EA Sports sees potential in the Sega CD. The focus in Walsh CD has been in using the motion video capabilities of the Sega CD to present Walsh's knowledge of the game and emphasize his teaching skills. Tutorials include his views on choosing a college and campus life, as well as helpful tutorials on a number of different on-field situations. What is really great about Walsh CD, however, is the sound. Voice samples are limited and are about the same quality as the cartridge but the crowd noise and tackling sounds are incredible! For example, on kickoffs and punts the grunts and groans of players making contact are muted when far away from the ball but become louder and switch from the left and right channels as the ball moves. The effect is terrific and really helps put you into the game. The music is also well done with many different styles of tunes for the scoreboard screens, etc.. Some of the music is right from the college marching band of your choice and it really goes a long way in helping you believe that you are playing COLLEGE football vs. a more generic game. Although it would have been cool to see what EA Sports could do with a real time scaling environment a la Montana CD (and Madden 3DO for that matter), Walsh CD is a great game of football that benefits from the capabilities of the Sega CD and offers sports players a solid reason to upgrade their Genesis' and start spinning discs. If you already own the cartridge version of the game, Walsh CD is not enough of a reason to go buy a CD player but I would recommend that you give the game a look. The improvements that are in the CD game are strong enough to take the quality of the cartridge game up a notch and it's a great, competitive game of football. As far as the first person, real time environment is concerned...Madden 3D CD, maybe...? *Talko*



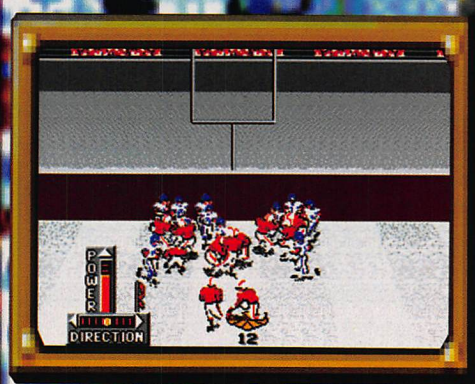


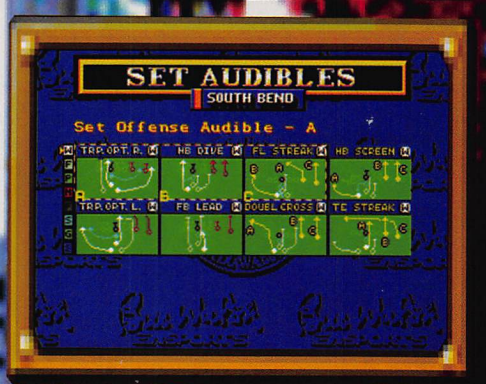


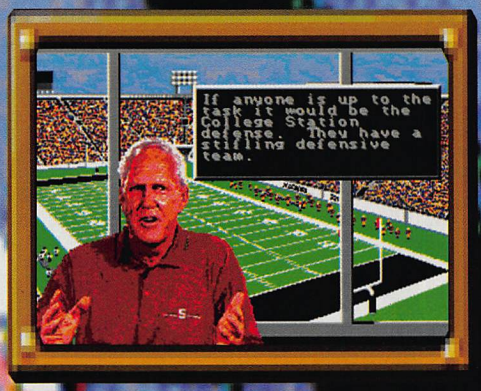











If anyone is up to the task it would be the College Station defense. They have a stifling defensive team.


NEBRASKA
MICHIGAN
WASHINGTON
STANFORD
TALLAHASSEE
FLORIDA
ST. COLLEGE
ALABAMA
RALEIGH
KANSAS
COL. STATION
COLORADO
ARIZONA
SYRACUSE
TENNESSEE
COLUMBUS
EA SPORTS


Welcome to South Bend. I'm Ron Barr for EA Sports. Let's get an update on some other games.


GAME STATISTICS
SOUTH BEND
COL. STATION
Score 0 0
Time Of Poss. 0:44 0:00
First Downs 2 0
Passing Yards 28 0
Avg. Yards/Pass 28 0
Longest Pass 28 0
Completions 1/1 (100%) 0/0 (0%)
Rushing Yards 13 0
Avg. Yards/Rush 13 0
Longest Rush 13 0
Total Yards 41 0
3rd Down Con. 0/0 (0%) 0/0 (0%)


COL. STATION
SOUTH BEND


EA SPORTS
TOUCHDOWN! PASS TO #06 FOR 11 YARDS


TEAM MATCHUPS
SOUTH BEND
COL. STATION
72 Quarterback 58
85 Running Backs 77
71 Wide Receivers 65
91 Offensive Line 73
75 Defensive Line 65
75 Linebackers 81
69 Secondary 78
71 Kicker 73
89 Punter 83


ALABAMA
at
MIAMI
Play Mode Exhibition
Home Team Miami
Visitor Team Alabama
Game Length 20 Minutes
Weather Fair



JOE MONTANA'S NFL FOOTBALL









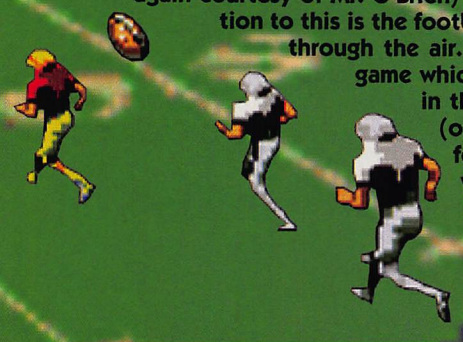








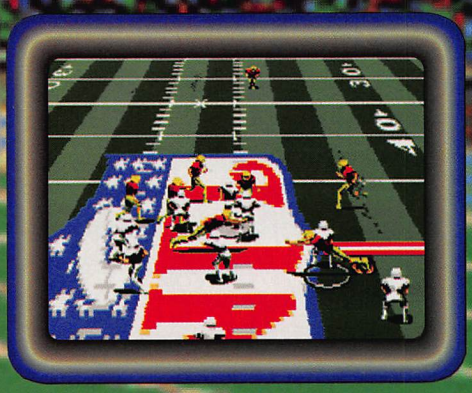
ega has been very active in trying to convince game players to take it to "The Next Level" by purchasing he Sega CD. The thing is, they never told us whether that level was the penthouse or the basement. I dmit it, I have bought the Sega CD not once, but twice...why? Well, Batman Returns and Montana D...that's why. Batman Returns was a great game, thanks to John O'Brien at Malibu and his 3D engine remember? The Sega CD is supposed to scale in two planes, but John seems to be the only one that nows that.). I still maintain that the full motion video is a bust and, if Sega had included scaling and otation hardware on the Mega Drive/Genesis, the CD would never have made it to market. Now, we have finally) Joe Montana's NFL Football on CD. We have been staring, drooling and hoping that the pictures f the 3D and the demos of the scaling would translate into a fantastic CD gaming experience that you an't get anywhere else. They haven't...The pictures don't lie in the fact that the 3D environment (once again courtesy of Mr. O'Brien) is well done, if a little on the slow side. The possible exception to this is the football itself which resembles a brown, speckled egg as it hurtles through the air. The real-time 3D world really struts its stuff in the passing game which, other than the new Montana NFL on cartridge, is the best in the business. You can scan the field before you snap the ball (on most formations) and even drop back as the camera is focused on your primary receiver. The thing is, the Genesis, as we all know, suffers from a limited color palette and displays in low resolution. It seems that the programming team has been restricted by the limitations of the 3D environment. The effect on game play is that it is, at times, difficult to follow the ball and, without any voice in the game (more on that later), there will be instances when you don't know whether you caught the ball or the man defending you picked it off. These problems are not insurmountable, however. My main complaint with Montana CD is that, because of some rough edges in game logic and design, it isn't as good as some of its cartridge cousins; namely the '94 versions of Montana and Tecmo SNES. For example; Montana cartridge has full play-by-play via Sports Talk. Because of the Sega CD's limited RAM, all voice in the game is accessed directly from the CD, which means that there is no voice during play, only during the play calling screen. This is really moot, since the voice causes the game to crash (only if you own a Sega CD 2) and it offers almost no









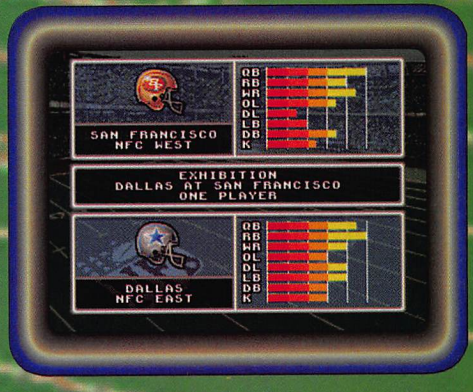


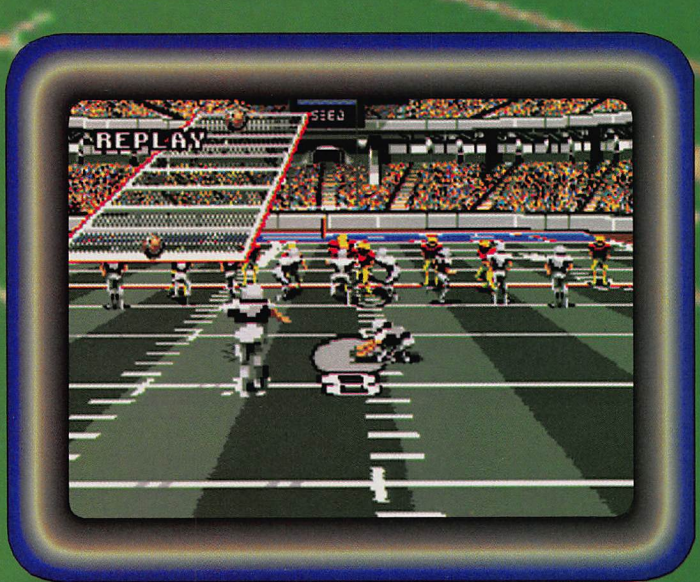






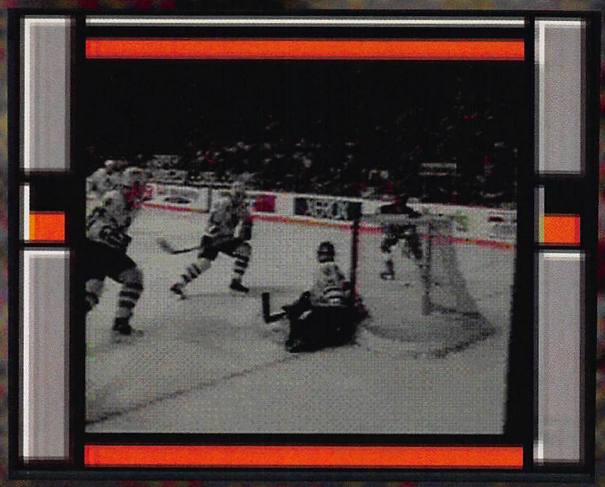




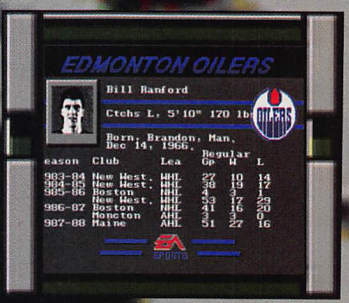


usable information. Talko Tip: set commentating to "off", this will prevent the game from crashing and will keep you from being driven nuts by the lame announcer. From a game play standpoint, there are also problems. The computer offense, although fairly strong most of the time, will occasionally get trapped in a set and the players will run into each other. The full motion video that has been such a big push for Sega since they first announced this title is also a disappointment. You can access Joe's advise at time outs (3 per half), but there really isn't any reason to. He offers some ridiculously generic "help" that has absolutely no effect on your decision making or game play (don't you just love "multimedia"?). My last complaint is that Sega didn't take advantage of their recently acquired NFLPA license by including all of the players' names and tracking statistics (the game does save a season to the CD's RAM however). All of the negatives being stated, I really enjoy playing Montana CD. I'm not so sure that it is worth 60 bucks and I, as a general rule, prefer playing the other games mentioned above, but the 3D environment and the incredible passing game make me want to give it a whirl and the computer opponent is strong enough to keep you pulling it off of the shelf. It's not quite the next level but it is an honest attempt at doing something different. *- Talko*

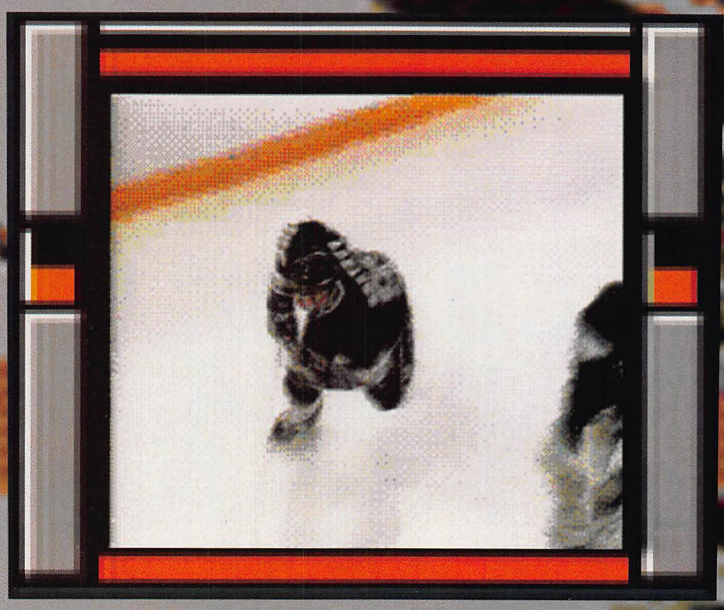
NHL HOCKEY '94

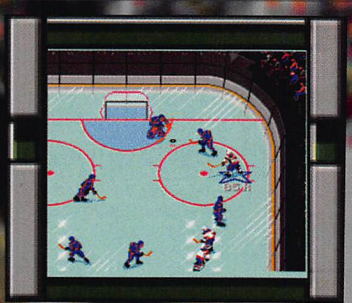


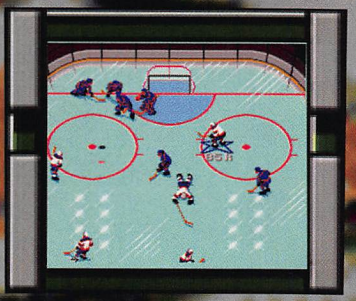
What an introduction to CD hockey! Holy moly, I am there! NHL Hockey '94 CD by EA Sports is truly the "Next Level"! From the intro. and Ron Barr's player commentary to the team analysis with motion video, NHL CD is in a class by itself with some of the most detailed and well planned CD sports gaming to be had on any platform. The player cards are a good indication of the quality of this game. The cards show the career statistics for each player on the two competing teams, their team statistics and video highlights of. The game itself takes advantage of the CD by bringing increased realism in the crowd chants and noises and in the rink music that is unique to every venue. Add to the outstanding graphic and audio capabilities of NHL CD the fantastic game play of the new cartridge game, and you have the best CD sports package available. For those of you not familiar with EA Sports' latest version of hockey, the game features support of their 4- Way Play, "One-Timer" shots and more sophisticated defensive and goalie intelligence, penalty shots and a shoot-out mode, updated player statistics and team rosters and a whole truck load of player statistics with the ability to save to the CD's RAM. NHL '94 CD also features the ability to save user statistics and standings, so you and your friends know who truly is the king of the ice. Although the version of the game that we are showing you here is pre-Beta and is not complete enough to review, we had to show you this title as, even for owners of the cartridge game, this is going to be a must buy and one of the top sports titles of '93 (it should just squeeze into retail outlets by the end of November). Sports gamers and CD owners unite and rejoice! EA Sports has entered the world of Sega CD and life is just a little bit sweeter! Stay tuned in January, when Dr. E hits the ice one more time this year and drives NHL into the boards to see if it stands up to his notable skills with the digitized stick. - *Talko*











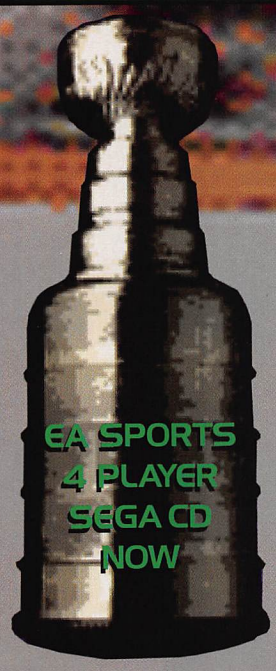



ANAHEIM
AT
VANCOUVER
Play Mode
New Playoffs
Players
One
Team 1
Anaheim
Team 2
Vancouver
Per. Length
10 Minutes
Goalies
Manual Control

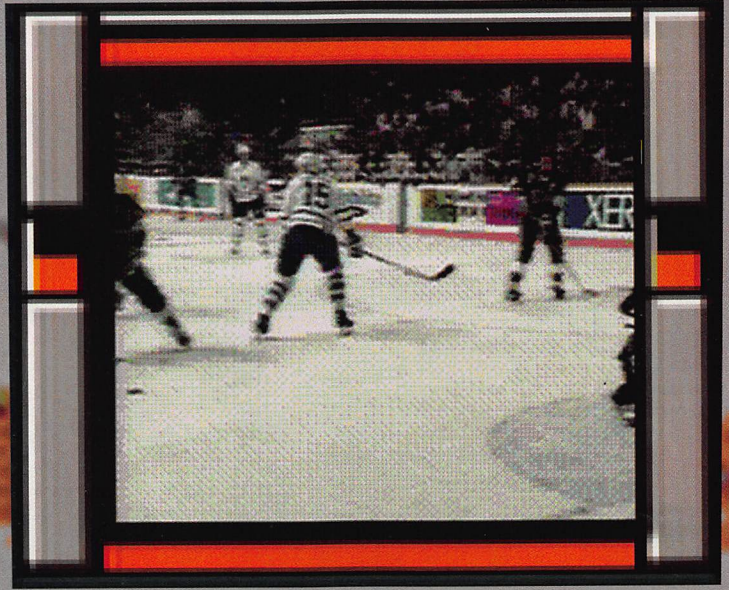


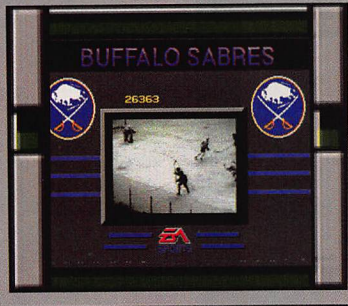



ALL STARS E.
AT
ANAHEIM
Play Mode
Regular Season
Players
One - Home
Team 1
Anaheim
Team 2
All Stars East
Per. Length
10 Minutes
Goalies
Manual Control

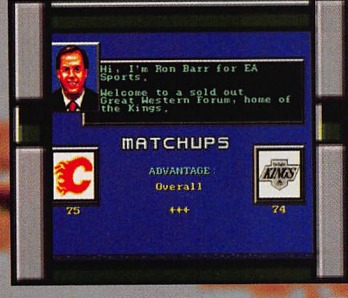

EA SPORTS
4 PLAYER
SEGA CD
NOW


BUF 0
EDM 0




BUFFALO SABRES
26363


BUFFALO
1st
EDMONTON
10 : 00
Penalty
Penalty
Start Game
Winnipeg
New York


Hi, I'm Ron Barr for EA Sports.
Welcome to a sold out Great Western Forum, home of the Kings.
MATCHUPS
ADVANTAGE:
Overall
75
+++
74

"THERE'S SOMETHING ABOUT KNOWING THE NAME OF THE GUY TRYING TO RIP YOUR HEAD OFF THAT MAKES IT MORE PERSONAL."

JOE MONTANA

NFL FOOTBALL '94 STARRING JOE MONTANA

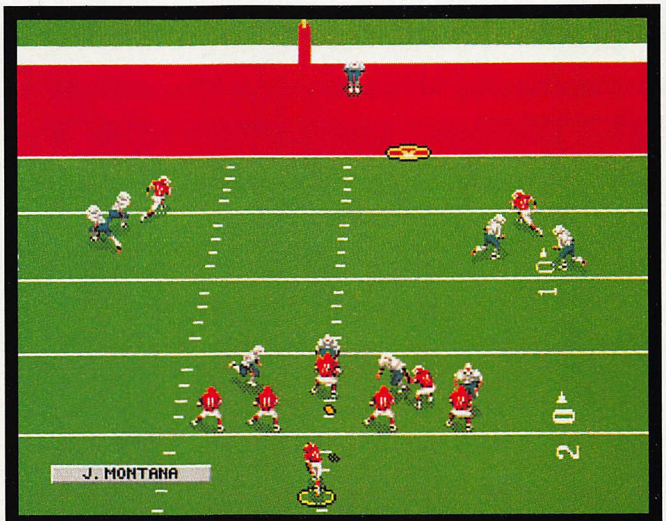


"MY MAN JERRY RICE, HAULS IN ANOTHER. NICE PASS STEVE, I TAUGHT HIM EVERYTHING HE KNOWS."



"BARRY SANDERS WITH A 'SPEED BURST' DOWN THE SIDE LINE, ONLY ONE DEFENDER LEFT (TOAST)."

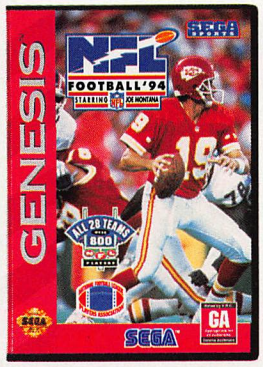
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"BEHIND THE QUARTERBACK VIEW, YOURS TRULY SETS UP, FINDS THE OPEN MAN...OH! WHAT A PASS. WHAT'S ALL THIS TALK ABOUT MY ELBOW?"

"GUYS LIKE BRUCE SMITH, JUNIOR SEAU, REGGIE WHITE AND CORTEZ KENNEDY. IN MADDEN '94 ALL YOU GET IS THEIR NUMBERS. MY GAME'S GOT COOL STUFF LIKE *DIGITIZED PLAYER MOVEMENTS, SIX PLAYABLE VIEWS, SPEED BURSTS,* A *ZOOM VIEW* AND A COMPLETELY *REVAMPED PASSING GAME*. GET SEGA'S NFL FOOTBALL '94 STARRING, ME, JOE MONTANA. HEAR THE *PLAY BY PLAY COMMENTARY*. WATCH FROM THE NEW *BEHIND THE QUARTERBACK VIEW*. AND LEARN FROM THE *TRUE PLAY CALLING PHILOSOPHY* OF EACH NFL TEAM. JUST GO EASY ON ME, OKAY?"

REAL TEAMS NFL REAL PLAYERS



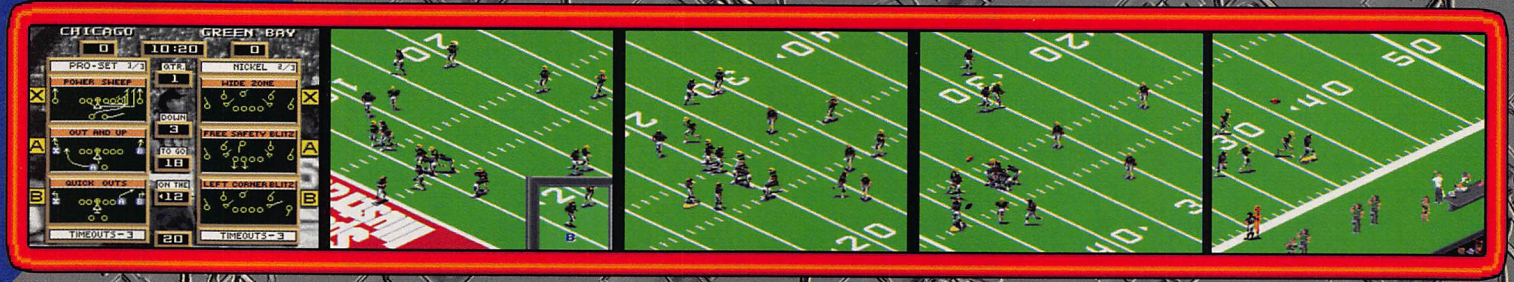
SEGA SPORTS™

WE SWEAT THE DETAILS.™

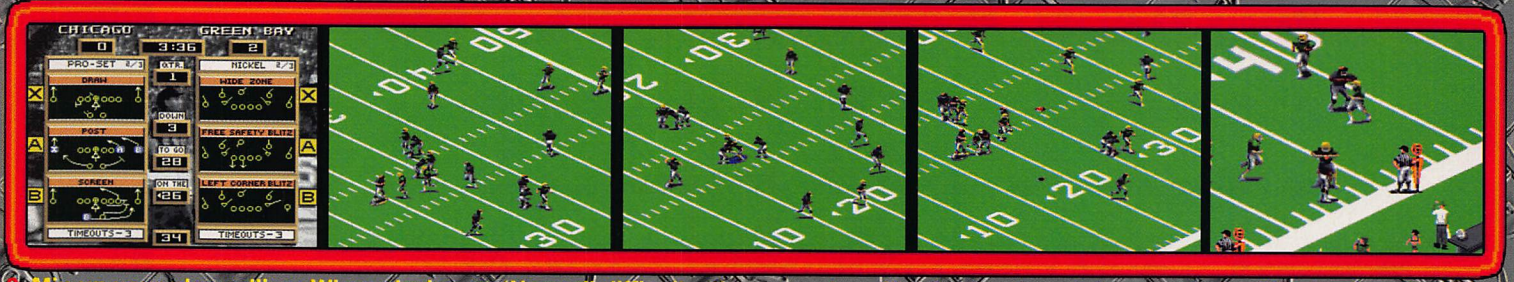
Coach's Corner

The key to success in any football game is passing and SI Football is no exception. The passing game can be frustrating at first if you're not patient with it, so here are a few tips...

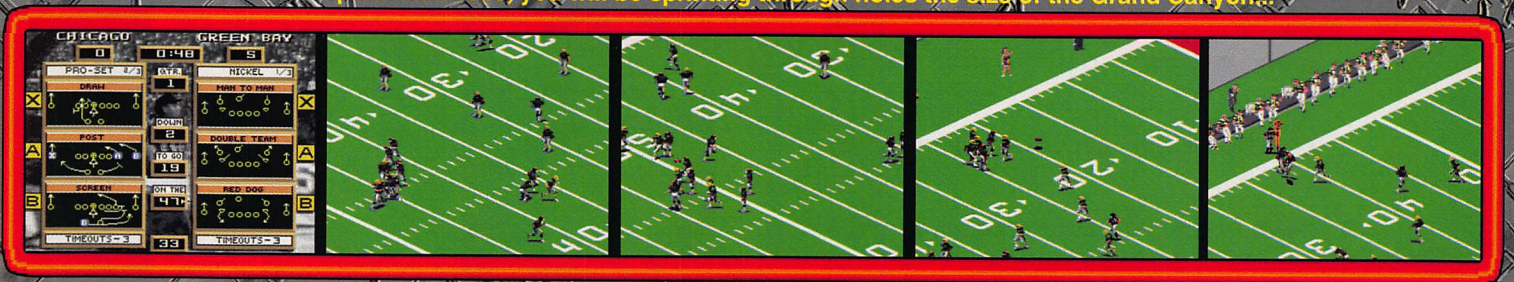
1. Make sure you read the receivers' patterns: For example, in the Pro-Set there is an "Out and Up" play (a). Receiver 'X' makes a little jog in his pattern (b) before turning a fly up field. Receiver 'B' runs a straight fly from the right flanker position. With the game's 3/4 view, you have a better vantage point for receiver 'X' then for 'B'. Use 'X' as your primary receiver and don't worry about the passing windows. When 'X' turns up field, look to see if he has a step on the CB or if the defender is still back pedaling (c). If you've got a step, then let the ball fly (d)! If not, quickly take a look at the passing windows to see if either 'B' or 'A' is open (e).



2. Take a proper drop-back in the pocket: A good example of the need for this strategy is the Pro-Set "Screen Pass" (a). By dropping back 7-8 yards in the pocket (b), you will give receiver 'B' (the only one available in the pattern) enough time to clear a zone for himself behind the line of scrimmage (c). Make sure you take your thumb off of the control pad and then loft a touch pass to the halfback (d). If you time this right, it is almost always worth a 10-20 yard gain (e).



3. Mix-up your play calling: When playing on 'Normal' difficulty, the computer will adjust and react to your play calling tendencies. If you continue to use a play that you've had success with in the past (a), the computer will make its adjustments and the results will be sacks (b), knocked down passes (c), incompletions (d) and interceptions (e). A good strategy is to mix it up with the short passing and running game and try not to put yourself in third and long situations. If you make a 7-9 yard gain and face second and short, that's the time to go deep, the defense has much more to think about in these situations and you are likely to catch the secondary on its heels.
A strong running game is also essential to success in this game. If you use the following guide to help you through some of the nuances of SI Football's computer defenses, you will be sprinting through holes the size of the Grand Canyon...



4. Read the defenses and follow your blockers: This requires that you scan the defense immediately (a) and spot the open holes (b). The key to gaining yardage is that you don't over extend beyond your blockers (c) and that, when executing a sweep, for example, you don't pull all the way toward the side line. Look for the opening (d), then make your move(e). If you follow this strategy, you'll be facing 2nd and short in no time. Then, you'll be able to go deep as described above.





- **"So real it Hurts!" *–Nintendo Power***
- **"Some of the best graphics ever seen in a sports game." *–Game Pro***
- **"... a blast to play." *–Game Players Nintendo-Sega***
- **"... as close to the ring as I want to get." *–Game Informer***
- **"... sets new highs for realism and audiovisual effects. From now on all other boxing games are obsolete!" *–Arnie Katz, Editor, Electronic Games***

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MASTERS

T & E SOFT · 1-4 PLAYER · 8 MEG · NOW JPN.

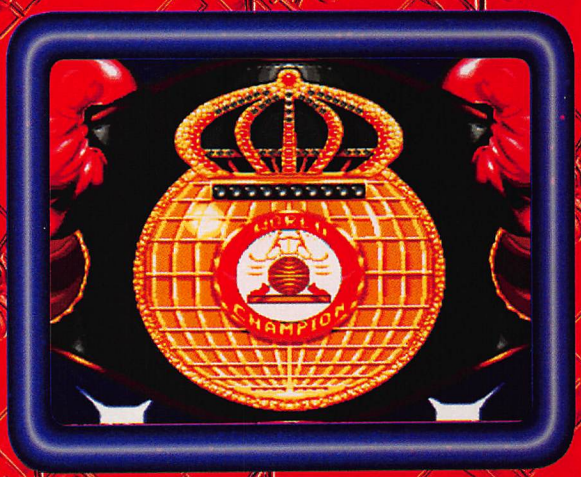
Three years ago, T&E Soft released its first in a series of excellent golf simulations, Masters Golf. In the four game series, this is the only one that didn't make it to America. Licensing agreements with the Augusta National Country Club and limitations on world-wide distribution were the main factors in the game not making it to our shores. Now, T&E has created a sequel, entitled Masters Golf 2, that takes the original game and uses knowledge acquired through development of the other 3 games in the series to produce an excellent simulation of the Masters tournament. For any golf fan, this game is a must. The designers have recreated the look of Augusta to a tee (pun intended) and the Polysis engine that T&E developed for polygon manipulation is faster and more accurate than ever before. All of the features that you have come to expect from this series have been included; stats saved to battery, different play modes, character editors to allow you to add your favorite golfers to the pairings list and the ability to play from any angle of view. It's what's new in Masters 2, however, that really earns this game the green jacket. You can now play the entire four day Masters (assuming you make the cut after the second day), with either a human or computer partner, while a digitized gallery is there to inspect every shot and to applaud and groan as dictated by your play. There is no doubt in my mind, Masters Golf 2 is the best 16-bit golf game. I hope that Bullet-Proof (who now seem to be distributing T&E Soft product in the US) and Augusta have some agreement in place because this is one title that the American market shouldn't miss. If not, see if you can locate the import...it's definitely worth the price. *- Talko*



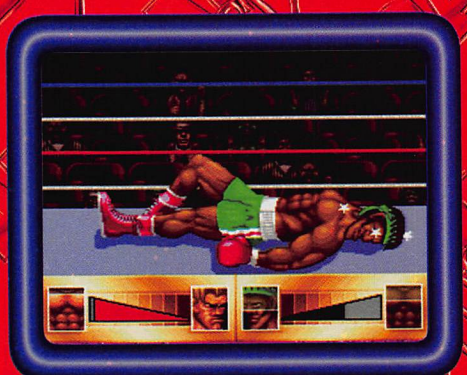
RIDDICK ★ BOWE BOXING

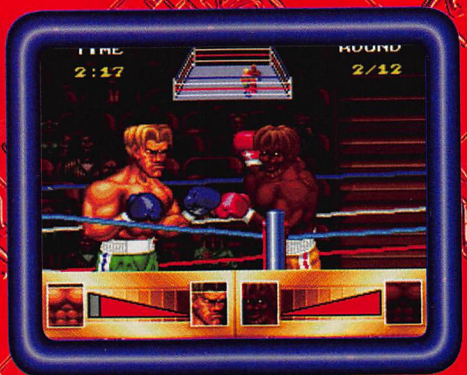


Riddick Bowe Boxing is a mixture of the classic Punch Out for the NES and Evander Holyfield Boxing on the Genesis. It offers excellent cartoon style characters that are very large and well detailed, the ability to create your own boxer and progress through a career mode saved to battery and excellent play mechanics that give you separate buttons for left and right jabs and power punches. The game is designed extremely well in that, as you work your way from the 25th ranked scrub toward the heavyweight championship, the skill levels of the computer fighters increases so that your skill, coordination and vision must improve as you climb the ladder...or you're out! Between fights, you can increase your punching power, speed and endurance by choosing among a number of training routines that emphasize one to all three of these skills. RBB tends to lean more toward arcade boxing action and can not be classified as a true simulation but it is challenging and entertaining. Extreme (now Absolute) has much to be proud of with their first SNES game. The entire package is well designed and it is a high quality game that is thoroughly enjoyable. The only question mark in the game is for the marketing folks...what happens if Bowe is sent reeling on November 3rd? Timing, grasshopper, is everything! Does anyone remember Buster Douglas and the "Sega Curse"? We do...we're pulling for you Extreme...let's get ready to rumble! - *Talko*











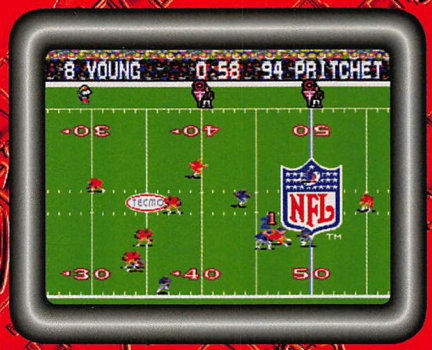












TE SUPER

Warning! Do not buy this game unless you are prepared to spend endless hours in front of your TV, talkin' trash to the QB that you just made into sod fertilizer and tossin' the ol' pigskin down field to a streaking Jerry Rice. Your eyes will go bad, your significant other may leave you and the dog will probably remodel the front yard...all of this is of no concern to you, you have your copy of Tecmo Super Bowl for your SNES. Everything else is just a series of minor annoyances that keep you from your true cause in life, three-peating in the Super Bowl! This is a good point to begin the review...Tecmo Super Bowl for the SNES is a vast improvement over the original NES title and superior to the new Genesis version of the game. In addition to all of the features that are standard in Tecmo sports games; season and stats saved to battery, real teams, real players, league leaders, close-ups, etc., the SNES version of this game allows you to play over a three year period with the team(s) of your choice. Although the action is straight





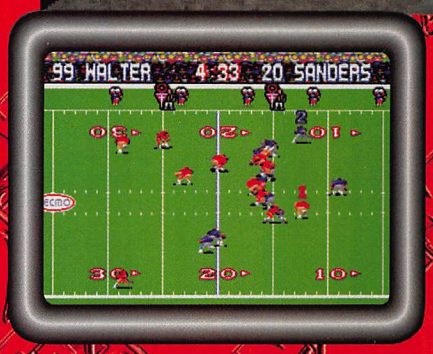






TECMO BOWL





arcade and lacks the simulation qualities of Madden, the coaching and management side of the game comes through in this multi-season mode. The computer teams are much tougher in this game than in the Genesis title and you have to pay attention to the health of your players and make the proper substitutions or you may lose a key player for a few weeks or, possibly, the entire season! Also, the game allows you to have 8 active offensive plays at any one time, but you can select these 8 from a large play book and customize your offense to better suit your personnel. In addition to the fantastic game play, the SNES game is graphically superior to the Genesis version with more color, Mode 7 close-ups (and a lot of them) and play field graphics that have a ton of detail. Where the Genesis game was, more or less, a direct port of the 8-bit title with some improvements, the SNES game is essentially a complete re-write that, with the new Madden NFL '94, stands at the summit of the SNES football hill.

- Talko















CAPCOM'S MVP FOOTBALL

CAPCOM
2 PLAYER
8 MEG
AVAIL. NOW

Capcom has just quietly released MVP Football, their first and long-awaited sports title for the SNES. This game has been in development for about two years and judging by Capcom's marketing plan for MVP (rental only) they really never developed a whole lot of confidence in this title. It's too bad because this is definitely a case of the developer being its own toughest critic. MVP Football is a very strong package that presents an entertaining game of arcade style football with all of the NFL teams (no players). While it doesn't have the "football smarts" of the latest versions of Montana, Madden and Tecmo Super Bowl, it is superior to most of the other arcade style games out there. The graphics are excellent, smooth and fast and the game moves along at a brisk pace. The play book is fairly healthy in size and the passing mechanism is consistent for a "window" style environment. Everything from playing time to weather conditions and field surfaces is under your control and there is a tournament mode that allows you to take your team through the playoffs. The one thing that takes some getting used to in MVP is the controller set-up. You snap the ball (and throw it) with the "R" button and call-up your intended receivers with either "Y", "X" or "A" ("B" cancels the passing mode). It works, but will require a little time and patience on your part. My only other complaint is one that I have with many PC football simulations; the developer's insistence that we play full (real-time) 15 minute quarters in playoff mode. If you're dedicated enough, that's fine. But, what inevitably ends up happening is that the scoring and play speed don't adjust for the increased play time. The result? Scores in the 80s to 100s! Oh, well, if life was perfect we'd only need one football game, right? I'm pleasantly surprised that Capcom finally let MVP Football go. It's not the only game football fans will need, but a good time is guaranteed for all! - *Talko*



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Winners grant permission for use of their names, addresses and photos for advertising or promotional purposes without additional compensation. Contest void where prohibited by law, and otherwise governed by California law.

DATA EAST · 2 PLAYER · 8 MEG · JAN.



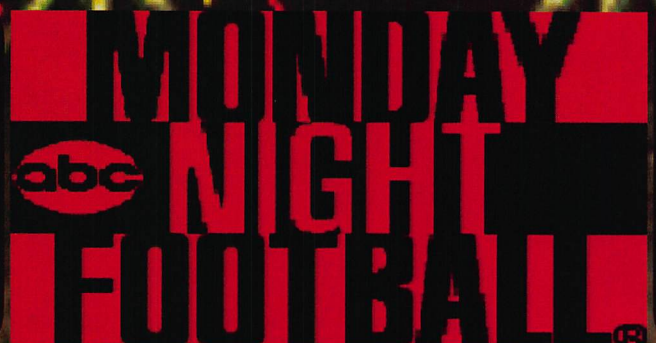






Whoa, Nellie! Are you ready for some football? Monday Night Football from Data East is one heavy duty arcade game with a touch of simulation thrown in to boot! The game was programmed in Japan and, as a result, has an arcade feel and does not totally adhere to NFL rules. MNF is set in a Mode 7, pseudo-first person perspective that does a good job of presenting the passing game. Monday Night Football is also a simulation in that you have a character generator at your disposal and can change your team and player names. It also saves a season and statistics to battery. The passing game is fairly strong and picking out the open receivers is easy and consistent. There is also a "Power Play" feature that you can take advantage of 2 times per half (one running and one passing). What this involves is some heavy button whacking as you try to break away from the defense in a series of close-ups. The game features Frank Gifford doing his best Keith Jackson impression with some solid voice samples and the MNF theme done to perfection with a great open-









ing sequence. MNF is graphically strong, my only complaint is that the programmers and artists have a weird sense of scale...the players are a tad on the short side when compared to the size of the field. But this doesn't affect the game play at all. I have had fun playing this game. For you simulation freaks out there, put your football sensibilities on hold and just dive into it. It may not be the most realistic simulation around but, for straight ahead arcade action, it's hard to beat Monday Night Football. - *Talko*







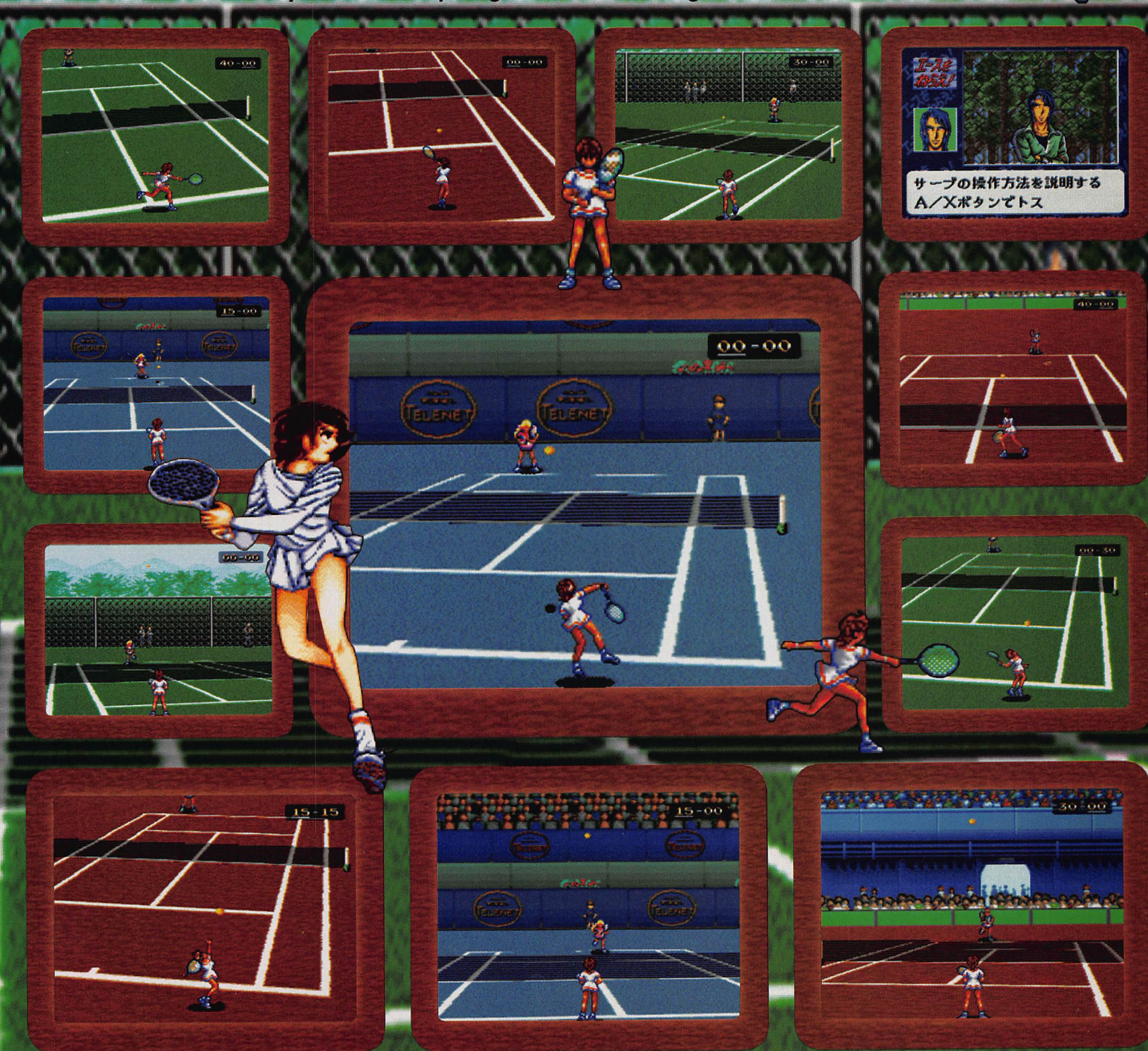




TELENET · 1 PLAYER · 8 MEG · NOW JPN.

DSP Tennis

DSP Tennis is a revolutionary game that sets a new standard for tennis simulations on the SF/SNES. It would be enough if the game was simply a technological wonder but Telenet has not stopped there. They have also produced the best PLAYING tennis game that I have ever seen! DSP tennis allows you to play a career (via password, not battery as we indicated last month (cost cutting, you know)) that begins at your local tennis center and progresses through world class tournament settings. There are a few oddities in the game in that it is female players only and that it is one player only. The reasons are, in order; the game is based on a Japanese cartoon series and that the advanced 3D, Mode 7 environment will not allow for two players simultaneous. As of this date, there is no American developer for this great game but tennis fans will want to hunt it down. There has never been a tennis game that puts you on the court like DSP and requires that you, as in the real game, follow the ball to the point of contact and work it around the court to keep your opponent off balance. From the first time you play DSP, you will be hooked and dedicate the next few weeks of your life to competing in the world's best game of tennis. - *Talko*



Final Set

Final Set Tennis has the distinct advantage of making it to market (in Japan) before DSP Tennis. Why? Well, if it wasn't for DSP, Final Set would be the best game of tennis on the SF/SNES. On its own merits, the game has excellent play mechanics, well animated, digitized player graphics and superb ball physics-all presented in the standard 3/4 view. This is really FST's only failing-it is the best game as defined by existing standards of the genre but not when judged by the new standard. Forum has created a high quality tennis game that is challenging and fun to play. The game has many features including; 4 player simul. play, adjustable racket tension and materials, male and female players, world tournament competition where your progress is saved through password, player stamina meters, etc.. It is unquestionably the second best game of tennis for the system and one that true tennis enthusiasts will want to give a try. There is no information yet on whether or not this game is being brought to America but we will keep you posted. - Talko



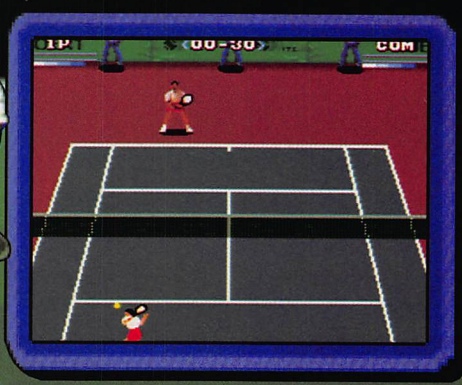






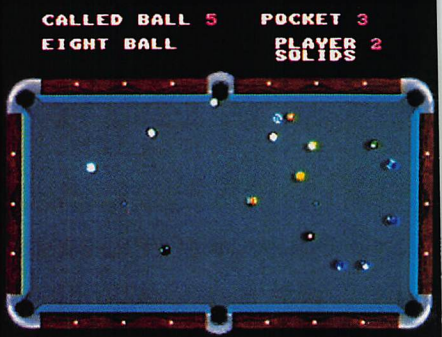




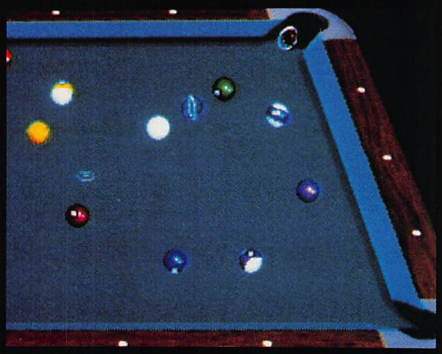


THE BILLIARD CONGRESS OF AMERICA PRESENTS

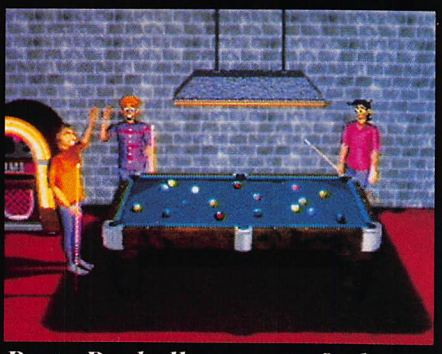
CHAMPIONSHIP PooL



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Astounding zoom-in screens



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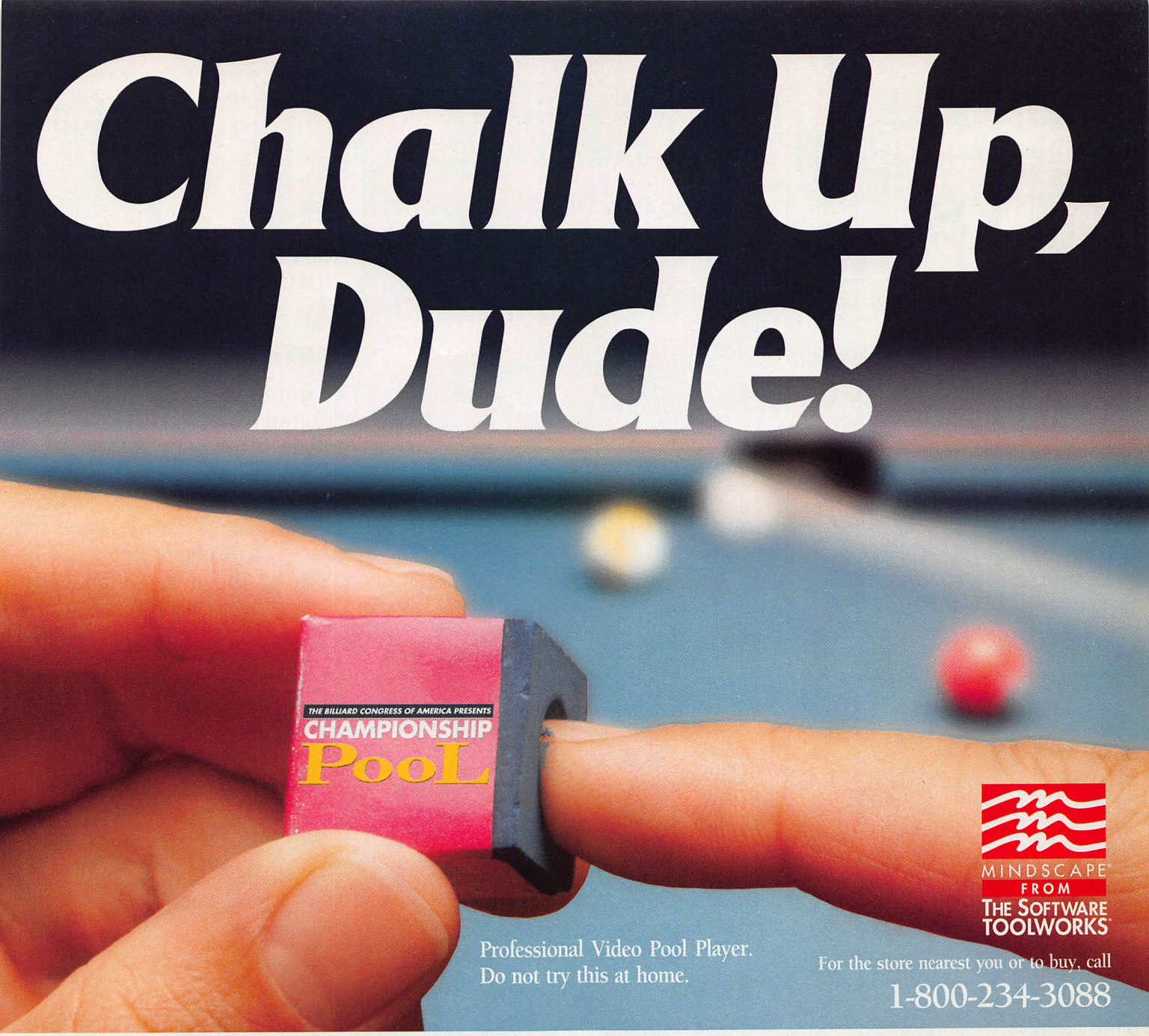
Can you qualify for the big one?



Endorsed by the Billiard Congress of America



Chalk Up, Dude!

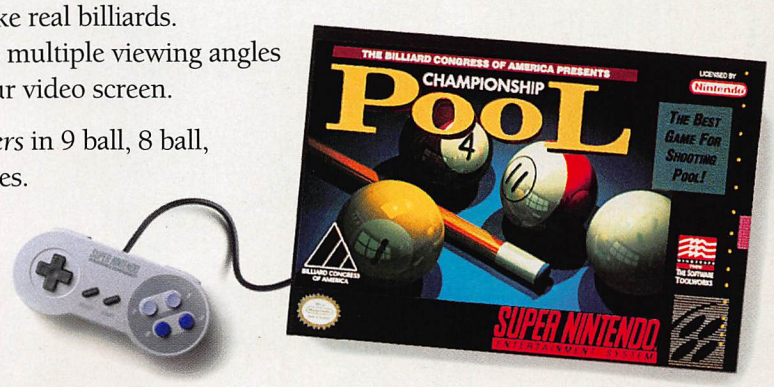


It's The Best Rack In Town!

Finally, there's a video pool game that actually "feels" like real billiards. **Billiard Congress of America Championship Pool** uses multiple viewing angles and astounding zoom-in screens to recreate pool on your video screen.

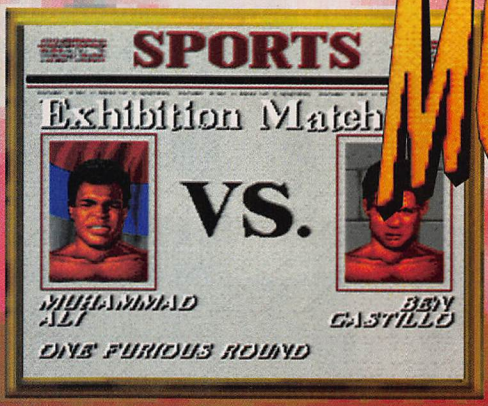
Pit youself against the computer or play *up to eight players* in 9 ball, 8 ball, straight pool and more - a total of 14 different pool games. In the Championship Mode, you can even qualify for the World Championship Tournament.

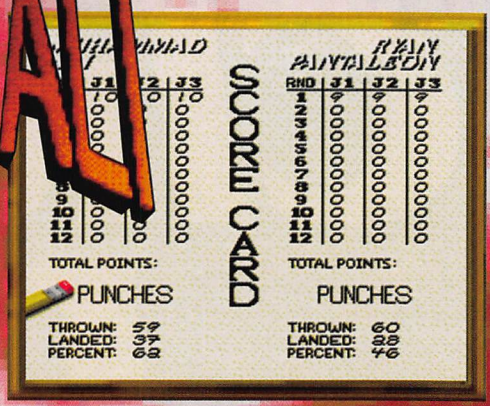
Shoot with the best - Championship Pool from Mindscape. Real pool "feel" for your video game system. It's the break you've been waiting for!



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MUHAMMAD ALI



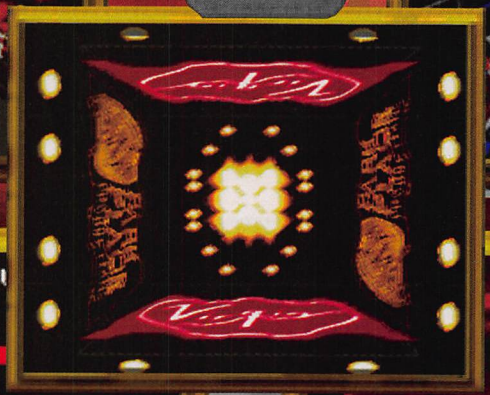


Virgin and Park Place are entering the recently congested SNES boxing field with Muhammad Ali Boxing. This game has all of the features you've come to expect in boxing simulations; a career mode, tournaments and a series of 15 competitors that get tougher as you move up through the ranks. The game features large characters, well drawn backgrounds and excellent voice and music. Ali SNES has been in development for the past year but it remains to be seen how it will fare against its newer, high meg competition (namely Legends of The Ring and Riddick Bowe Boxing). Strategy is becoming increasingly important in the next generation of boxing games and the game that offers the most long term play value will be the one left standing. The version of Ali that we received for this preview is not finished so we will have to wait until our year end summary (appearing in our January issue) to compare it to the other contenders. One thing is certain, however. Boxing fans are going to have much to be happy about this Christmas and in the winter of '94 as 16-bit boxing steps into the ring and the folks at Virgin, Electrobrain and Absolute/Extreme slug it out. *- Talko*













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Choose from over 50 plays, from Deathbone to Blitzkrieg, or call a nasty audible when the game is on the line.



Looks like Mo and Spew Puke shoved another poor sap into a flaming pit. Choose your nightmare: blood-crazed Troll lineman or hellfire flaming pits.

WAS OUT OF BOUNDS.



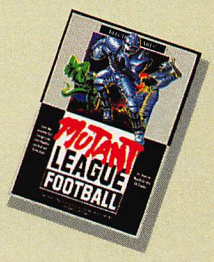
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MUTANT LEAGUE HOCKEY

Hall of Fame

Sega Sports is on the verge of taking 16-bit baseball to another stratosphere with World Series Baseball (see Play-I Progress). Thinking about the release of that title caused us to journey back to the spring of '92 when Sega wa about to release another highly anticipated baseball game; Sports Talk Baseball. Although now two years old (th core of the program was based on the Japanese game, Super League '91), STB possesses features that newe games have not implemented like sliding that you control (a great feature) and the most dramatic home run sequenc





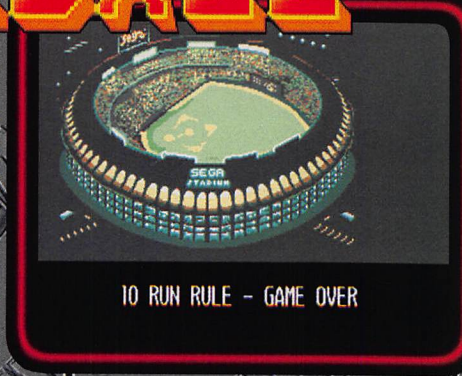


SPORTS TALK BASEBALL

in a non Neo Geo title. I still love the sound of the crack of the bat and watching the majestic drive disappear into the stands. In addition, STB offered multiple stadiums, all of the MLBPA players with their '91 stats, excellent pitcher-batter graphics and different character graphics for the players. Canseco looked like Canseco and Will Clark had that sweet swing of his.

The game did have some negatives, such as only being able to save after playing three games and having to play through the playoffs and World Series in one sitting (it also had some slow down), but it was a solid game of baseball that still stands up fairly well to the competition. World Series Baseball will not be available until next spring. In the meantime, check out Sports Talk Baseball...it's worth a look! - *Talko*









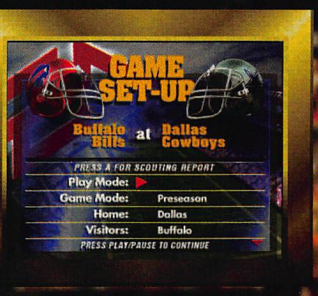




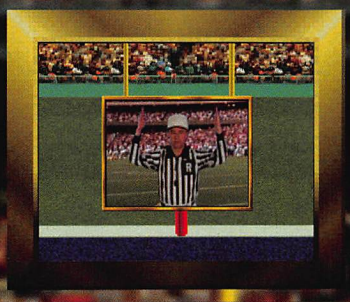


MADDEN 3DO

EA SPORTS 2 PLAYER AVAIL JAN



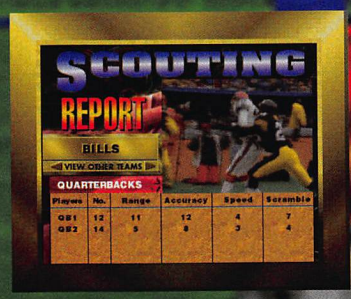












For those of you anxiously awaiting new software for your 3DO, EA Sports has help on the way in the form of John Madden Football. This supercharged version of Madden has been redesigned from the ground-up for 3DO. The game features a real-time, texture-mapped scaling environment that has tons of color and presents a level of reality never before seen in a sports title. Madden 3DO is going to make use of a TV style of presentation that takes full advantage of the video and audio capabilities of the 3DO and will offer game play that is similar to the SNES and Genesis versions of the title. This is one game that we can't wait to get our hands on. It is currently scheduled for release toward the middle of January and, hopefully, we will be able to get a hold of a review copy before we go to press with the January issue. Until then, keep your eyes focused on these screen shots and join me in dreaming about playing in a virtual world of 32-bit football. *Talko*











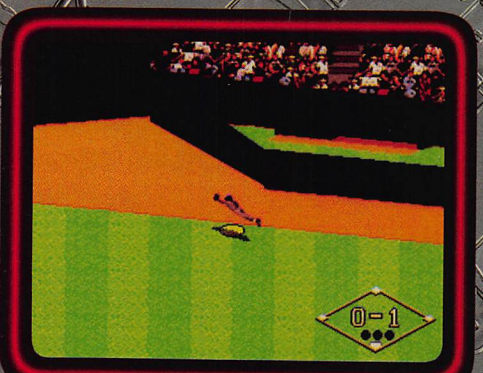
Play in Progress

TALKIN' BASEBALL WITH SEGA SPORTS

This month's PIP takes to the hallowed halls of Sega of America for a quick tour of World Series Baseball on the Genesis. This 16 meg big leaguer was originally scheduled to be released this fall but, because Sega wants to make sure that they set the new standard in baseball game design, they are currently working on perfecting the game and scheduled to release it next spring. World Series Baseball looks like it is to the grand ol' game what NFL '94 Starring Joe Montana is to football. It has all of the major league teams, all of the MLBA players, digitized, authentic versions of all of the big league ball parks and season and statistical tracking saved to battery. Graphically, Sega Sports is going where no game designers have tread before in offering an incredible at the batter's knee perspective that, after contact is made, switches to a 3/4 view with all digitized players and, ultimately, zooms in to the area of the field where the play is being made (a la NFL '94). But, graphics are not enough for those game players at Sega Sports. Doug Rebert, Associate Director of Sports Marketing at Sega Sports, assures me that game play has top priority and that player control is of the utmost importance. To that end, Sega is currently considering having WSB make use of the 6 button controller and is downright fanatical that the ball parks be exact so that doubles become doubles, etc. Of course, Sports Talk will be there in all of its glory. Look to Game Fan Sports to keep you up to date on this revolutionary cart. as development progresses. - *Talko*







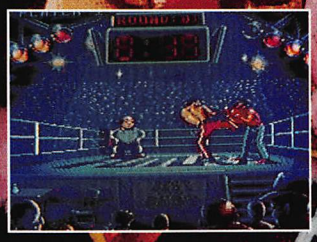




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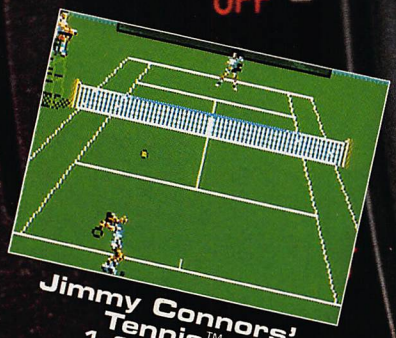
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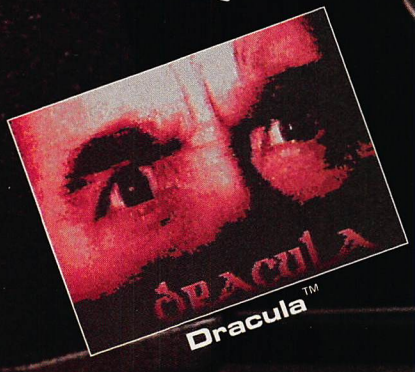
Checkered Flag™
1-6 players



Lemmings™
1-2 players

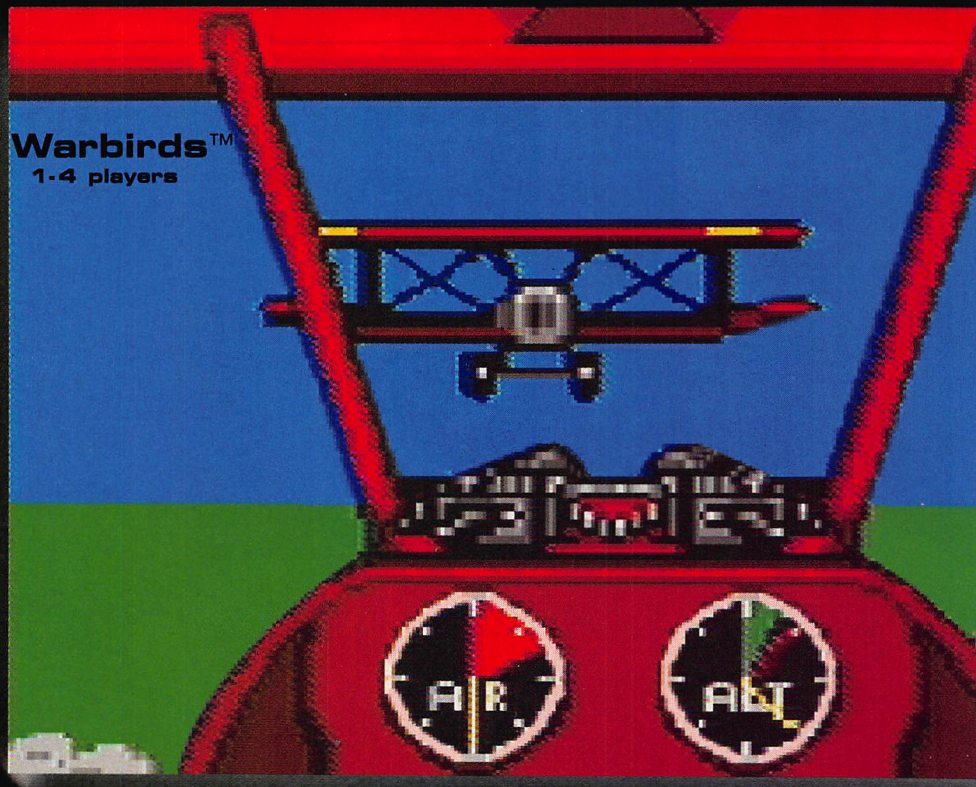


Jimmy Connors' Tennis™
1-2 players



Dracula™

LYNX



Warbirds™
1-4 players

ATARI

LYNX KICKS

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Lynx has a 3.5" screen.

BUT

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

BUT

Game Boy has two.

Lynx has a 16 bit graphics engine.

BUT

Game Gear has an 8.

Lynx has molded rubber hand grips.

BUT

Game Boy has plastic.

Lynx allows up to eight players.

BUT

Game Boy allows up to four.

Lynx has right or left hand play.

BUT

Game Boy and Game Gear do not.

LYNX

THEIR BUTS.

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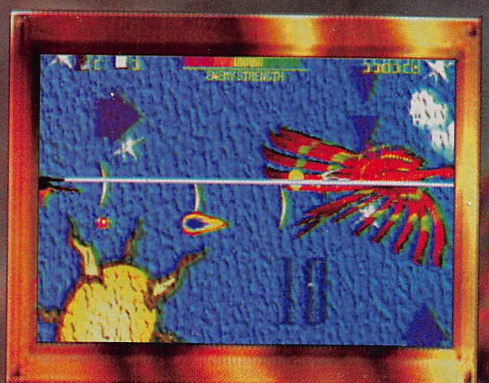


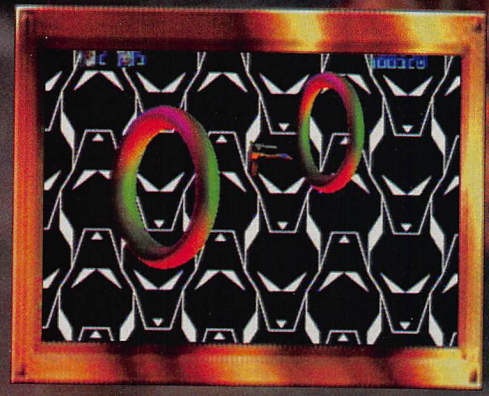




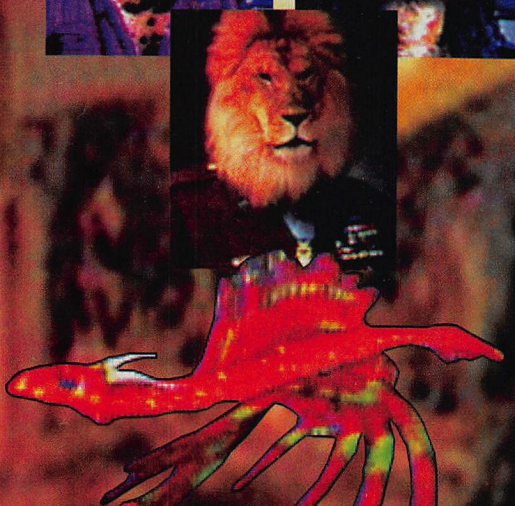




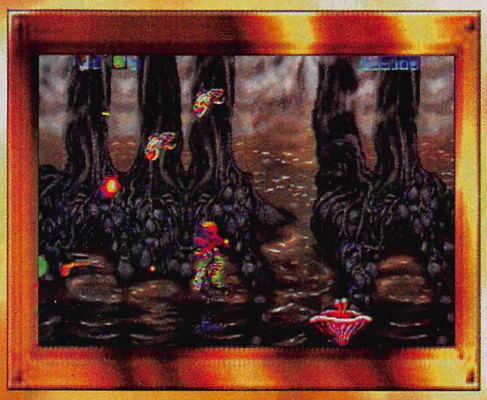








The Atari Jaguar is ready to roll out as are the first four games; Cybermorph (the best one and the pack in), Raiden, Dino Dudes, and the game you see here, Crescent Galaxy. I would like to start off by saying that none of these games can be used to rate the incredible Jaguar hardware, as they were most likely started long ago when the Panther was still being considered. What they do show is the fantastic color and rendered graphics that you will be looking at in the













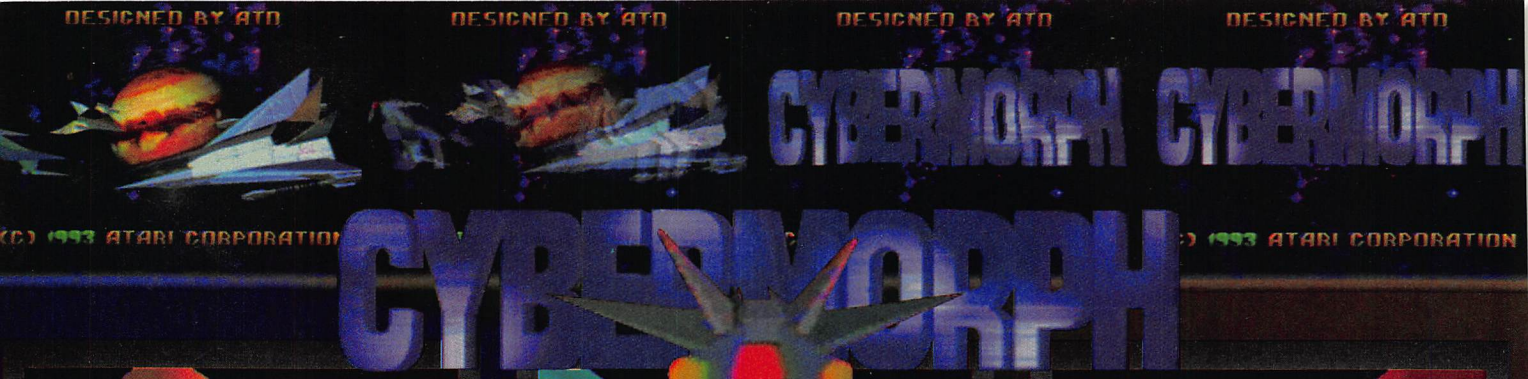
years to come. Crescent Galaxy is very reminiscent of Gates of Zendecon, one of the first Lynx titles. The only downfall in this title are the backgrounds. They are stunning visually but lack parallax scrolling. The enemies in Crescent Galaxy, however, are awesome. Everything is rendered in ultra high-res. and rotates fast. The screen can become filled with these beauties and there is not a trace of slowdown or flicker and the bosses are intense. The power-ups are also cool-especially the shield, which encases you in a green emerald. The version we reviewed didn't yet have music, so I cannot comment on that but, if Cybermorph (see and read the awesome review on the next page) is any example of the sound chip, than I would say it should be excellent. Overall, as an example of what is to come Crescent Galaxy hits the mark. But, as a stand alone shooter, I am sure that better will come for the Jag very soon. Hey, it's a start.



















After braving the stormy skies of New York city, Kid Fan emerged with the first Atari Jaguar awarded to a game publication. After ripping open the Fed Ex box, we all gathered around the first 64 bit game system and plunked in Cybermorph....I got to play. 24 hours later, long after everyone else (except for my trusty Quadra operator) had left I emerged, totally fulfilled, with the strange feeling that after playing video Games for 9 years I had just played the first "real one". No longer am I tied down to going from point A to point B, I could go any-













where, anytime, and interact with crafts and characters all over each of fifty planets, for as long as I wanted. After rescuing my allotment of pods I can survey the world, taking out remaining enemies, playing with different viewpoints and examining structures. Each level is a different type of rescue mission requiring a completely new strategy than the last. Some moons are totally hostile while others require intense exploration and passive gameplay. I played for 3 hours to complete the first eight moons, then surprisingly met a boss on the ninth. At that point (I'm used to 16 bit games) I figured it was over. But I was wrong. Eight more appeared that required massive study to conquer. Then, after another twelve hours of engulfing gameplay, I reached the end once again, fought two huge gunships and figured, for sure, that was it. Again, I was wrong. Eight more planets appeared that I am still, two days later, studying.















BROSS_ It turns out that there are fifty planets! Making this game, one that doesn't even nick the hardware, the longest I have ever played. All 3D, all rendering on the fly, filled with vivid, brilliant colors and detailed polygon enemies, that seem aware of my presence-I am thrilled with this game. So now, for me











His job is to guard this pod, yours is to take it.









KARAVOSTOS_ the face of gaming has totally changed. Now, I must imagine games like this that make use of the Jag's full potential. Texture mapped, rendering on the fly RPGs are now possible- games with huge worlds to explore are on the horizon. Action, shooting, role playing, adventure,











In between two buildings in downtown Karavostos lies this portal...







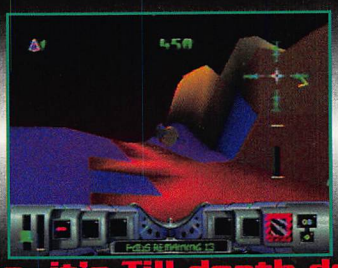


FRAGOCIA_ the Jag will have it all! No Putt, Putt's, no Bird's Life, just solid inventive 64- bit games from programmers with imagination. This game was made by ATD, who's ATD? Whoever they are, they sure know how to make games. They got inside my head and that's what it's all about. Will









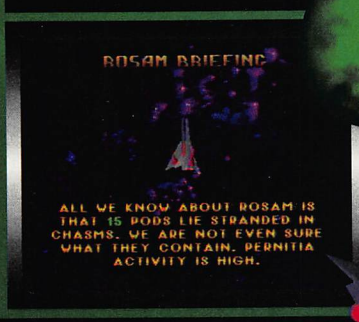


Once a Bioblob finds a home, it's Till death do you part.









ROSAM_ everyone who plays Cybermorph feel as I do?...probably not. There are those, (I've already met some), who will turn it on, fly in to a planet, think they're just playing another shooter, die for sure, and exclaim....this is 64 bit? To those boneheads-I must say; you have to look deeper than that,











The serene valleys of Rosam can be both surreal or deadly?









GALITZIA_ this is the first game! It was probably started before the 64 bit processor housed inside was even invented. Look at the creativity, the sound, the intelligence. Cybermorph has great music in the intro, but the











Behind the forcefield on Galitzia lies your pods... *Good Luck.*







ALLRIS_ game itself whispers only the surreal sounds of each planet. The sounds of the approaching missiles, the rumbling of approaching transport vehicles, the hum of your thrusters, that's all you here and rightfully so-













Here your pods are encased in spikes, the answer lies through many warps.









ULMTRI_ music would only interfere. In closing, I can only say that, with the Jaguar, Atari has won our support. The new machine is made here, is the highest quality I have seen so far and looks fantastic. Support? They









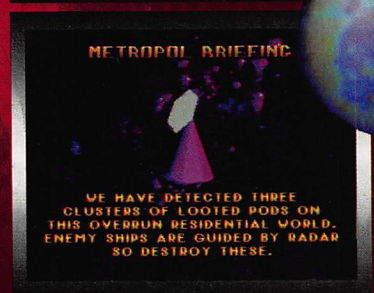


The violent lakes of Ulmtri will tax your flying skills









METROPOL_ will have it, because we all will own this system, at least most of our readers will. And you guys alone can spell success for a new system. Atari is back, come pet the cat.











Sneak in quietly or dive in blasting, time is of the essence.


JAGUAR™
CYBERMORPH

HE'S BACK!

Splatterhouse 3 for the Sega Genesis is the kind of game rating systems were invented for. Check out the screen shots and see for yourself.



So fun you could lose your head over it!



Don't get all choked up!



Get your kicks!

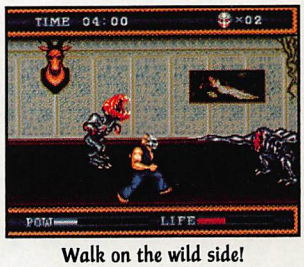


Wear a mask and pack a powerful punch.



Pow! Right in the kisser!

- 16 megs of gruesome graphics!
- Deadly New Weapons!
- 6 levels of monster bashing mayhem!
- Killer special moves!
- Non-linear game play!
- Multiple endings!
- Password support!



Walk on the wild side!



You've gotta have guts!

Warning: This game contains scenes of graphic violence that may not be suitable for younger players.

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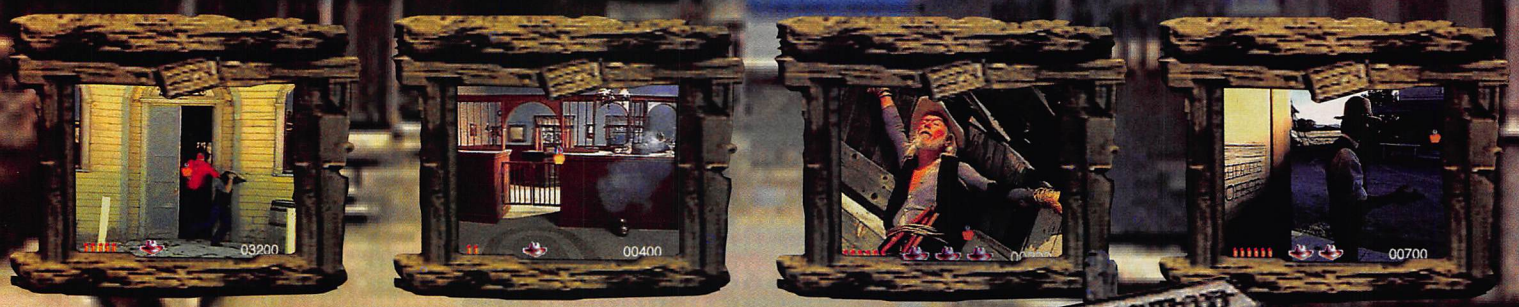
Mad Dog McCree

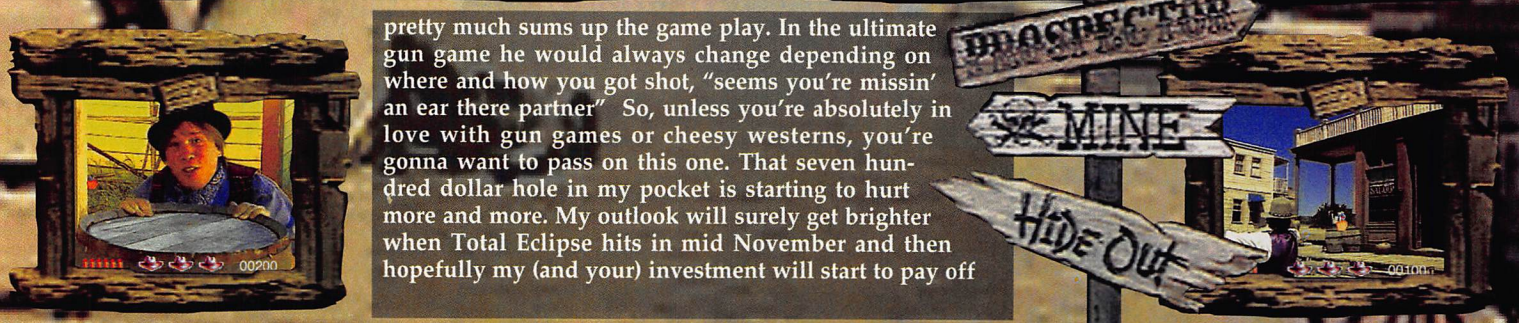




OK, so it's here, the incredible 3DO. Hailed as the system to beat in 93 and beyond. Crash n' Burn knocked my socks off as I'm sure Total Eclipse will, but those are both Crystal Dynamics products, what about the rest of the pack? Will they wow us with equally impressive efforts or will they simply pump out LD, Full Motion or point and clicks with fancy graphics? Remember, there is no approval process or quality control of any kind in place for this machine. Zooming right past "It's a Birds Life" (like your gonna let a 4yr. old play with your new 700 dollar system) and Putt Putt's whatever that thing is, I grabbed for my copy of Mad Dog McGree. Starved for anything new I plunked down the cash and actually bought a game, as early review copies for game publications seem to be deemed unnecessary by the geniuses at Panasonic...I wonder why? I hurried back to the office looking forward to a perfect arcade translation, loaded it up and, huh, what's this? This is not TV quality Full Motion Video, it's somewhere between, better than the Sega CD and not quite as good as an old VHS tape, but it is not as good as the coin-op. Could the game be saved by perfect control then? No, it is slow and sluggish and the cursor drags along horribly. It is actually alot like the PC version, except slower. It also loads a bit to much. Other than that, well it's Mad Dog. You simply wait for just the right moment and then shoot at a movie. If you hit the target the guy dies as he always dies, and if you miss you get the end scene with the coroner, he's always there and he's always the same. And that pretty much sums up the game play. In the ultimate gun game he would always change depending on where and how you got shot, "seems you're missin' an ear there partner" So, unless you're absolutely in love with gun games or cheesy westerns, you're gonna want to pass on this one. That seven hundred dollar hole in my pocket is starting to hurt more and more. My outlook will surely get brighter when Total Eclipse hits in mid November and then hopefully my (and your) investment will start to pay off









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Bring terror to the terrorists. Cruise into town and rain on a guerrilla parade with your deadly whistler rockets. Send a message to drug lords, dictators, and guys named Saddam!



This ain't "Treasure Island." We're not talking eye patches and Jolly Rogers here! These pirates pack enough firepower to blast you into the stratosphere.



Don't play too soon after eating. With a dynamic 360-degree rotational universe, you'll feel like you're flying. And you'll view the destruction in grizzly detail.



Hellacious weaponry. Locking on to enemy targets is a blast when you're loaded to the blades with Vulcan cannons, air-to-sea missiles, and AFG autocannons.



Screaming out of the skies over Panama . . . Strafing pirate gunboats on the South China Sea . . . Punishing ruthless extremists in Eastern Europe.

As you take her into 10 battle missions around the world, your top-secret AH-3 ThunderStrike attack chopper won't be a secret much longer.

With full-function radar and tracking systems, and intuitive flight and weapons controls, you'd fly this chopper down the throat of the devil himself. If that's what it takes. And it will.

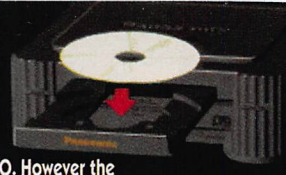
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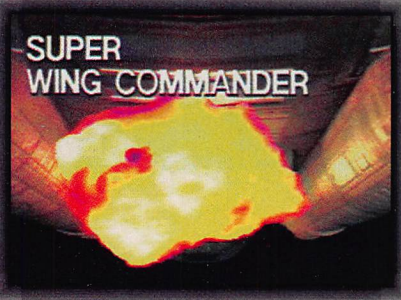
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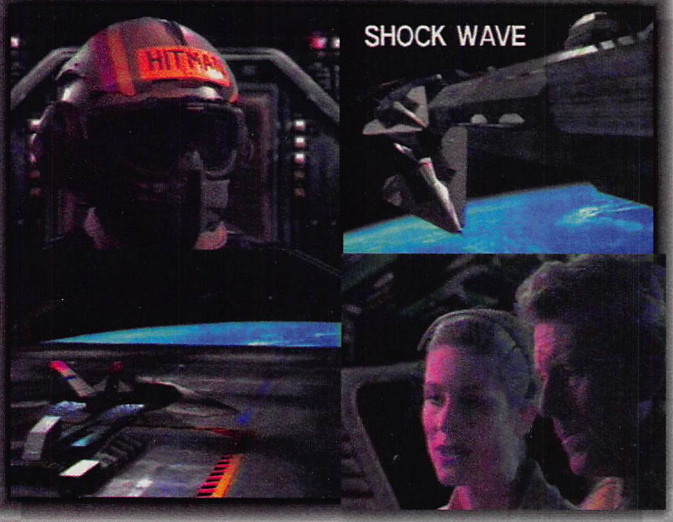
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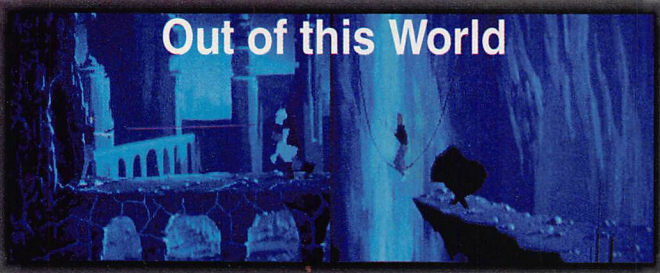
Welcome to the R·E·A·L World



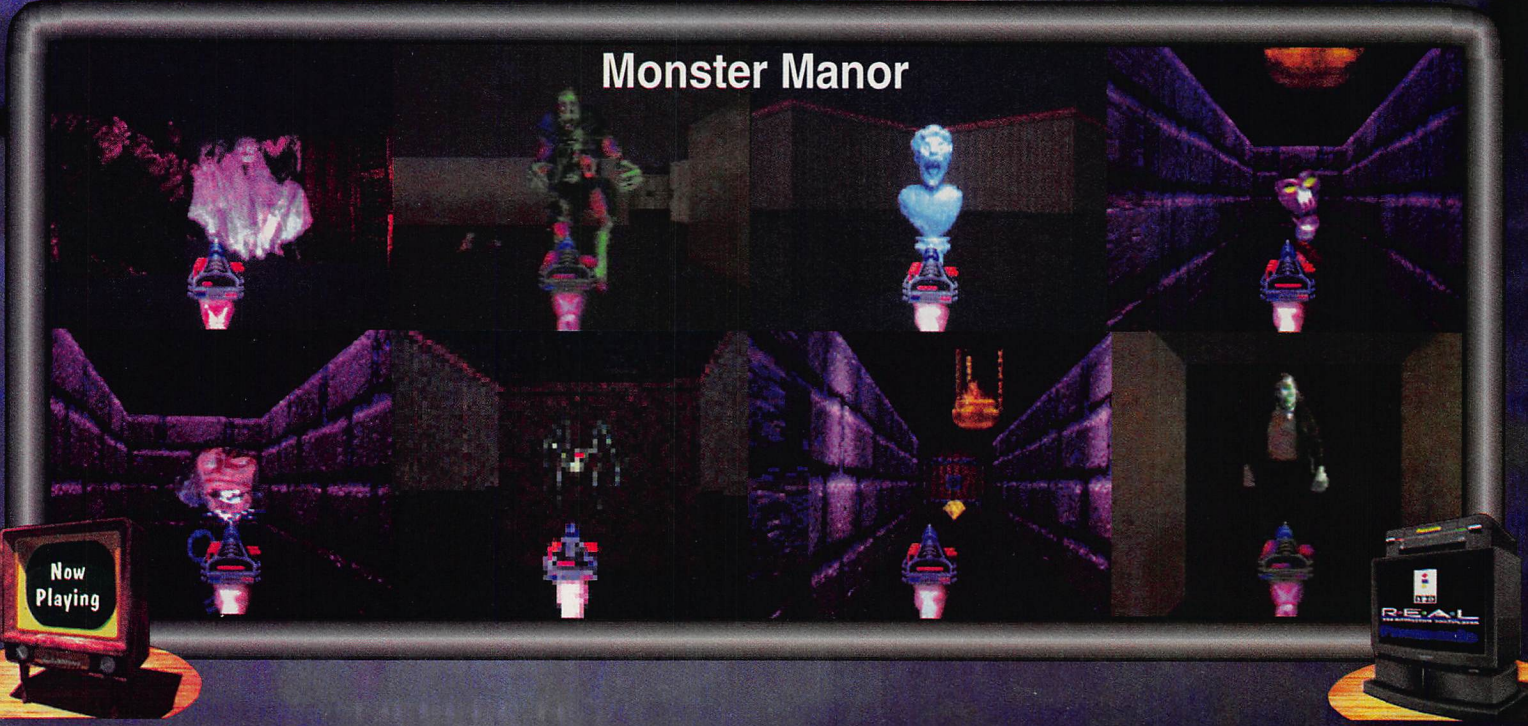
Here at Game Fan, we are excited about the recent release of the 3DO. However the recent game delays (Total Eclipse, Road Rash and Madden) are quite disheartening. Lets hope that the software shown here appears sometime in the near future, we can only play Crash n' Burn for so long. Desirable games with a pre - Christmas release include; Monster Manor, Total Eclipse, Dragons Lair, Out of This World and Battle Chess. Lets hope that '94 brings us many more from the next generation, and a lot less Putt-Putt.













"The stunning visuals of this game have to be seen to be believed, there is nothing else like it out there!"

—Electronic Gaming Monthly

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"... the feeling of depth that you get is unmatched by anything seen on a home screen to date ... there is no question that the technology and design employed in Jim Power is a breakthrough."

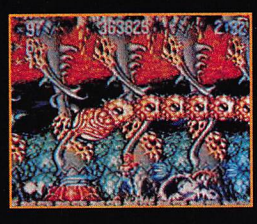
—Die Hard Game Fan

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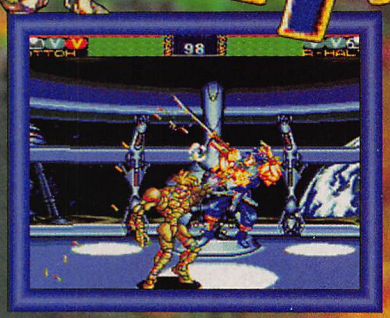
































The DUO may be dead, but the PC Engine is alive and well. In fact it is now better than ever, especially if you're in to fighters. Announced so far are; Fatal Fury 2, World Heroes 2, Art of Fighting, Martial Champions, and the game you see here "Flash Hiders". The SNK conversions listed, will use the new 16 meg upgrade card due out this December-Hiders and Martial are Super CD. Regardless of the new Arcade Card, I seriously doubt that any of the SNK conversions will even come close to this game, in fact, I believe only SF2 is as good for a home console. This game has every thing it takes to become huge, perfectly drawn and animated characters, great music, awesome moves that are easy to execute and smooth line scrolls. But that's not all. In Flash

Hiders, your character levels up as you win matches in the vs. computer (attack mode). You can play regular vs. mode, o you can play story mode, which is loaded with cinemas and real voices. Besides SF2, this is the best fighting game I have ever played on a 16-bit home console. Look for more on Flash Hiders in future issues, but in the meantime, if you have a DUO or PC engine CD, start looking forward to Flash Hiders. It's coming out overseas this December. Get one. - *E. Storm*







DRACULA X



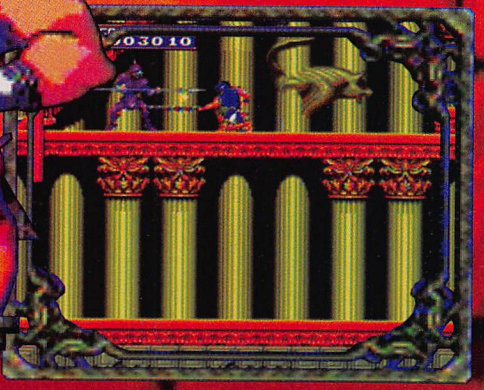


Dracula X, by Konami, for the PC Engine CD, is without a doubt the best PC Engine CD game ever made. Now that I've made that clear, let me tell you about a game that could have saved the DUO and one that no action gamer should be without. This is CD gaming at its best! From beginning to end, this is the kind of game that got us all in to gaming in the first place. The game starts out with a cool animated intro. (as do most PC Engine CDs) and then, after entering your name, it's off to stage 0, where again you will be challenged by the prince of dark-









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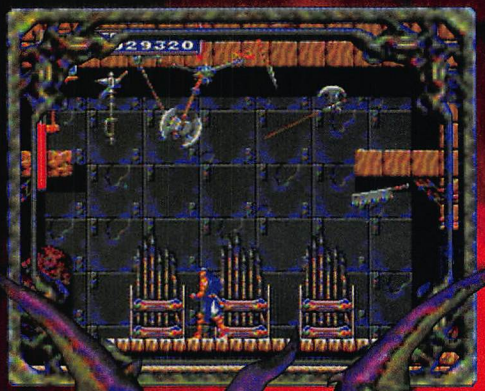






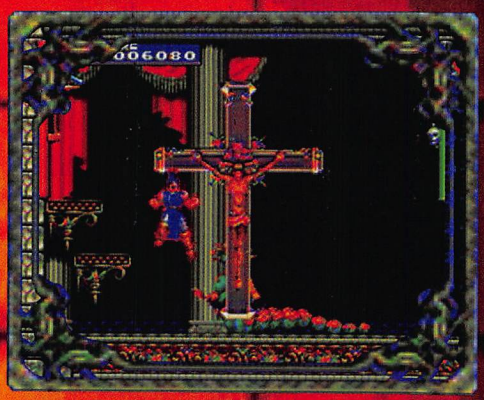
ness, Nosferatu, ...Dracula! Unlike many of today's 16-bit arcade style action games, Dracula X is challenging reminiscent of those great old NES games.

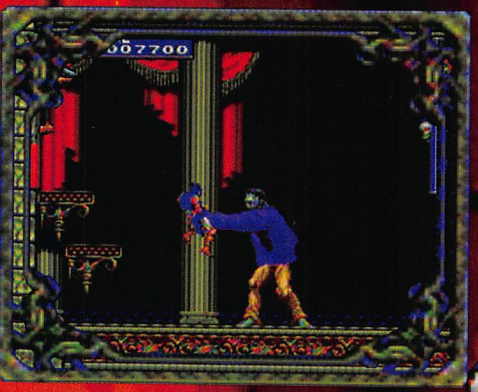




















You don't just walk through the levels, you study patterns, experiment with different weapons, and search for secret path's. Each level has at least two ways to go, each ending at a different boss! Once you find Maria, you can choose her in the character select. Certain levels are much easier with her added jumping skills. The music in X is absolutely phenomenal, with tunes from the SNES version plus all new tunes and effects that set the mood of the game perfectly. This game is a masterpiece. After beating X, you will find yourself going back to it over and over. There's so much to explore, every time you play you'll find something new. So, if you own a DUO, who cares if there's no American games, you've got imports to buy! The Turbo CD lives on! - *E. Storm*

COMING ASHORE JANUARY 1994



Battle on island chains, coastlines and seaports!

How real is this game? We've not only added true-to-life soundtracks and explosive new graphics, we've even added varying sea and weather conditions that will rock your living room.

Super Battleship™ is the all-new video version of the classic naval warfare strategy game. But now, your battle comes to life on your Sega™ Genesis™. You'll command entire fleets, hunt down enemy ships on the run and use a whole new impressive array of weaponry to defeat your enemy through several different engagements.

Clear all decks! Super Battleship is coming ashore January 1994. Get on board!



All new weapons and ships!



Watch out or you'll end up on the bottom!

This Classic Naval Warfare Game Screams on Sega Genesis!

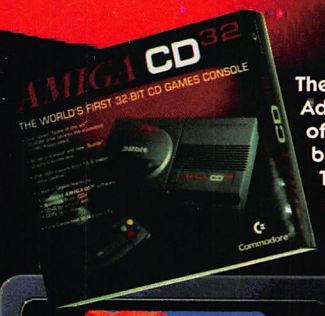
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AMIGA CD32

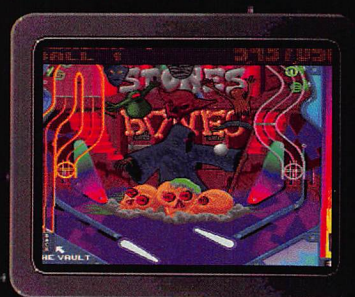


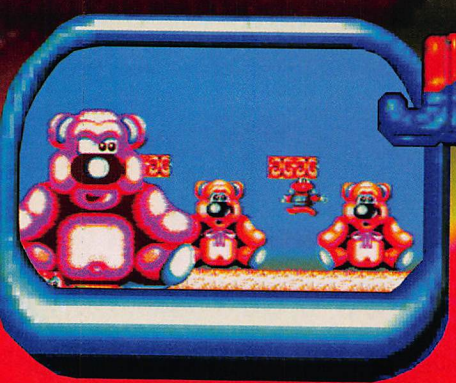
The new Amiga CD32 is Commodore's Entry into the next generation of game systems. This system is based on The Amiga's Advanced Graphics Architecture chip set (AGA) and can display and animate graphics in up to 256,000 colors from a palate of 16.8 million. The system runs off a 14 MHz Motorola '020 processor and handles 2 megabytes of 32-bit RAm. There will be an optional MPEG module which will allow software developers to incorporate full motion video, movie segments, and TV-like backgrounds into their games. Eventually CD32 will have the capability for playing Video CD industry standard full motion music videos and movies, as well as standard audio CDs and CD+G discs. This system provides access to all existing CDTV titles plus many third party developers including Psygnosis, Ocean, Acclaim, Virgin, and others have allready begun developing titles. The first batch of games leave much to be desired, however, this is just the beginning...



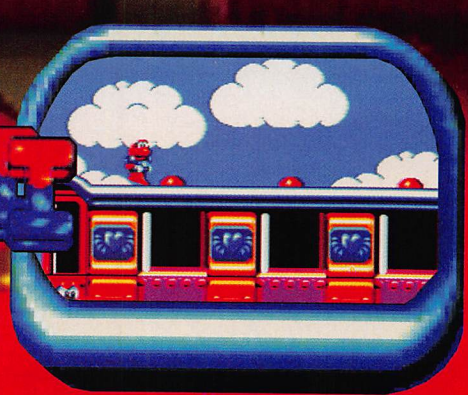




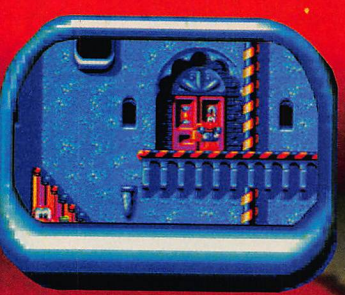




JAMES POND CODENAME ROBOCOD



32 and 64 bit is surely upon us.....but this aint' it! Since we got so many letters from curious readers, here's the Amiga CD32, or at least the first title, James Pond 2.....why? The game starts out with a chunky cartoon intro., followed by that oh so old Genesis game, except this one isn't full screen. The screen refresh is so slow that when Pond extends or runs fast the screen jitters horribly. Of course the music is awesome and the color is brilliant, but the game itself is totally unimpressive. Commodore will have to try much harder if this system is to do anything here, but I can tell you right now, this machine is not even in the same league with the 3DO and Jaguar. So, if you're thinking about getting one, hold on to your dough and wait to see if things get better. We'll let you know as soon as something good comes out. - *Mr. Goo*

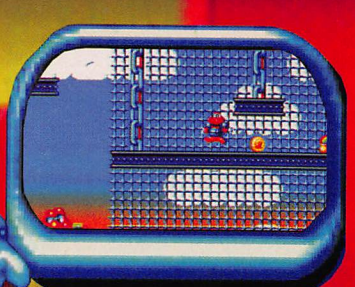


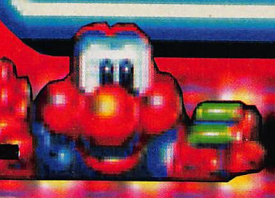
















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LaserActive

MEGA LD

Welcome to the first installment of Pioneer's Laseractive video game system. This month we are featuring the first Mega LD game available Taito's Pyramid Patrol



PYRAMID PATROL

Here it is, the first Sega game for the do everything Mega LD, the all in one Laser Disc player from Pioneer. When outfitted completely this honker will play Mega CD's, Mega Drive carts, PC Engine CD's, PC Engine Hu Cards, Kodak Photo CD's, CDG's, audio CD's, Sega Laser Active games, PC Engine Laser Active games and of course, Laser Discs. All this will cost you a whopping $1900.00 so lets break that down to see if it's worth it. Mega CD 229.95, Mega Drive 89.99, PC Engine Duo-R 399.99, and a good quality Laser Disc player 900.00. All together that's 1519.93, so that means you're paying roughly $480.00 to play these Laser Active titles.....they better be good!

Basically what they have done here is provide an awesome 3D back drop, courtesy of the Laser Disc player, and slapped a Sega cartridge shooter on top of it, driven by the added Sega hardware. Now, this can be good or bad and in this case I'd have to say it's bad. You see, the shooter (by Taito) that they have placed on the background is a real dog, with re drawn sprites (chunky ones I might add) coming at you in waive after waive and EI cheapola sound effects from the deepest depths of the Z80 sound chip, which we know is capable of good explosion effects, why they chose this nauseating static sound when the hardware isn't being taxed at all will forever remain a mystery. Problem number two....you can't hit anything in the back ground, they added zero collision detection so you are left flying through a movie with no sense of interaction, thus making the term "Laser Active" kind of a joke. Perhaps what this system does best is yet to be seen, games like Space Ace or Dragons Lair would no doubt be awesome, but no games of this type are announced at this time. So for now I'd have to say you would be better off saving your money for a Jaguar or 3DO, systems that can produce graphics of this quality along with great gameplay, but if your in the market for a laser disc player anyway and don't already own a Sega or PC Engine CD then you might want to give the Pioneer Laser Active a look. Next month we'll bring you the first PC Engine LD shooter, Vajula. I'll see you then. -Takahara



CAN YOU FACE THE DARK SIDE OF VIRTUAL REALITY?



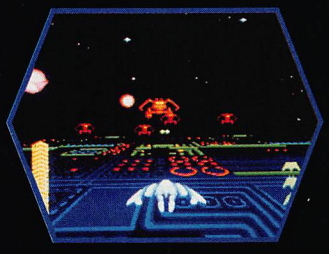
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In the Virtual Worlds, you will encounter terrifying manifestations of Virtual Reality.

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It all begins in the shadowy research agency known as 'The Shop'. Here, the brilliant scientist Dr. Angelo uses Jobe, a simple Lawnmower Man, as a guinea pig in his Virtual Reality experiment...and creates a monster, transforming him into the superhuman Cyber-Jobe who vows to dominate mankind. Now the race is on to destroy The Shop before CyberJobe can break out of their computer system and reach the global computer network, from which he will be able to control and manipulate the world's computers.

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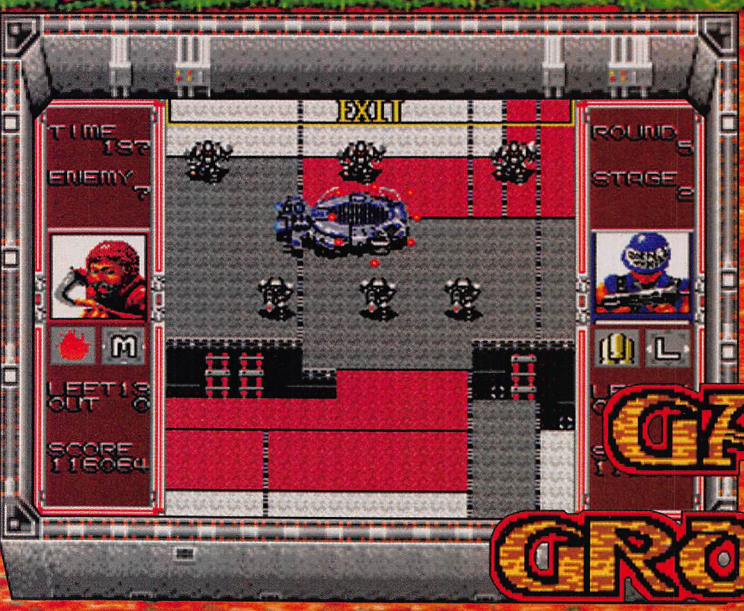
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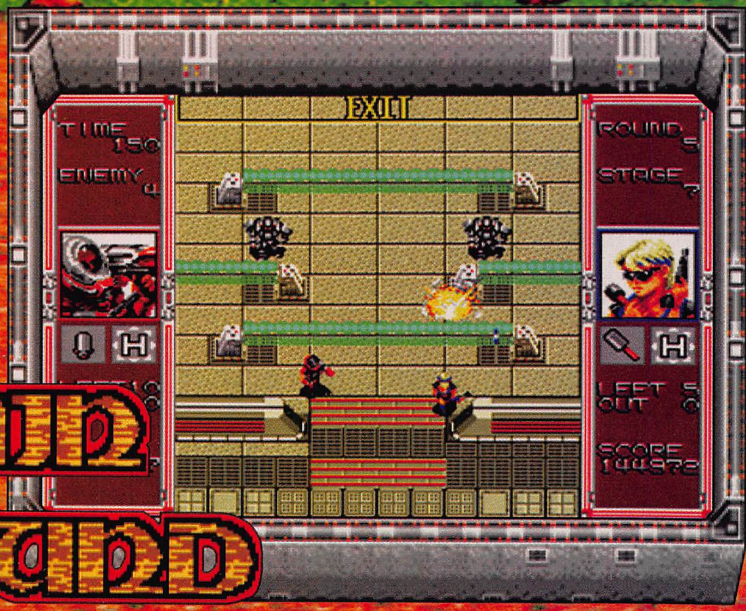
SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

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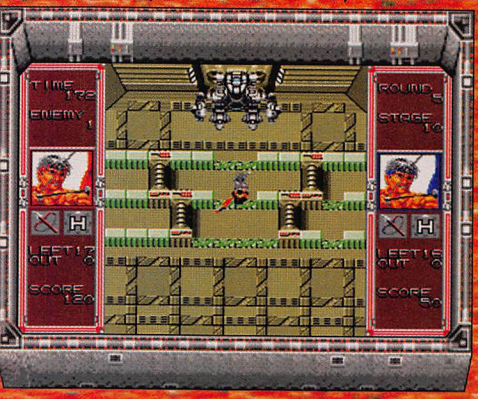
The Graveyard



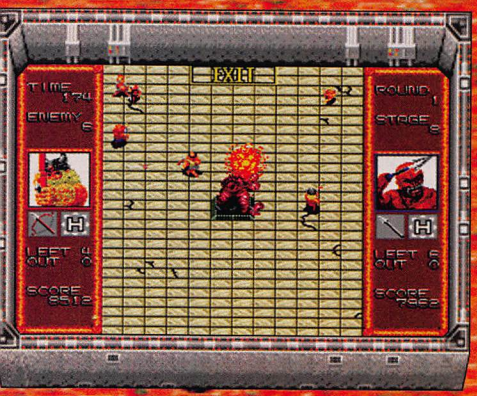


Gain Ground

Now here is a game that truly deserves a spot in the Graveyard. It is first of all old, second of, all, passed on or unknown by many and third of all, a game that most will thoroughly enjoy even at it's advanced age. Think of this as the thinking man's action game. In Gain Ground you must successfully advance your team through hostile territory while picking up other warriors along the way. There are a total of 16 characters to be had and each one has a different and most useful method of attack. Those methods are what make Gain Ground so much fun to play. For instance, enemies attacking from on top of a wall can only be reached by certain archers, so if you got your's killed because you activated him in a previous level where he didn't belong, then you're in trouble. Even though you may have another character with a projectile he may be too slow to escape once the enemies on the wall are defeated, thus he is lost and now certain enemies are out of reach until you find another archer. Strategy and play mechanics like this are what make Gain Ground so addicting. Graphically, if you have an RGB monitor, Gain Ground looks excellent. It looks OK with regular AV but much of the intricate detail on the characters is lost. The music, especially for a three year old game, is also very good. So if your looking for more than just mindless action and shooting, find a copy of Gain Ground and set aside an afternoon. You just may stop a diabolical computer from taking over the world. - *Mr. Goo*











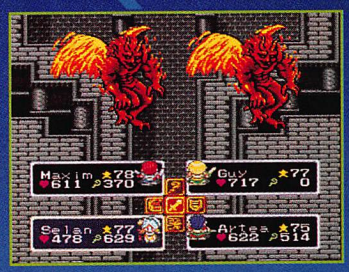


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THE SCHEDULE
DECEMBER 1993

GENESIS

Goofy	Adv.	Absolute
Home Alone 2	Act.	Sega
Indiana Jones	Adv.	Sega
Wolf Child	Act.	JVC
Eternal Champions	Act.	Sega
Desert Demolition	Adv.	Sega
Joe and Mac	Adv.	Takara
T2 Judgement Day	Act.	Flying Edge
Total Carnage	Act.	T*HQ
Bret Hull Hockey	Spt.	Acolade
Itchy and Scratchy	Adv.	Arena
NBA Jam Session	Spt.	Arena
Road Riot	Stg.	Tengen
Chessmaster	Stg.	Mindscape
Chester Cheata 2	Act.	Kaneko
Robocop 3	Act.	Flying Edge
Pirates Of Gold	Adv.	Microprose
Belle's Quest	Adv.	Sunsoft
Battletoads DD	Act.	Tradewest
Jim Power: Lost Dim.	Act.	E. Brain
Cham. League Soccer	Spt.	Flying Edge

SEGA CD

ESPN Baseball	Spt.	Sony
Cliffhanger	Act.	Sony
Dune	Adv.	Virgin
Jeapardy	Sim.	Sony
Wheel Of Fortune	Sim.	Sony
Jurassic Park	Act.	Sega
Last Action Hero	Act.	Sony
Euro Racers	Sim.	Revell
Dracula Unleahed	Act.	Sega
Indiana Jones	Adv.	Sega
Mega Race	Spt.	Mindscape
Dark Wizard	Adv.	Sega
Super Battletank 2	Stg.	Absolute

SUPER NES

Art Of Fighting	Fgt.	Takara
Bio Metal	Sht.	Activision
Jim Power: Lost Dim.	Act.	E. Brain
Striker	Spt.	Atlus
Champ League Soccer	Spt.	Atlus
Battle Blades	Fgt.	Am. Sammy
Jaguar XJ220	Spt.	JVC
Magic Boy	Adv.	JVC
Winter Olympics	Spt.	US Gold
T2 Judgement Day	Act.	LJN
Lost Mission	Act.	Vic Tokai
Mondat Night Football	Spt.	Data East
Sports Illustrated FB/BB	Spt.	T*HQ
Super Chase	Spt.	Taito
Turn and Burn	Sim.	Absolute
NBA Jam	Spt.	Acclaim
Rocky Mtn.	Spt.	DTMC
Spell Craft	RPG	Ascii
Time Slip	Act.	Vic Tokai
Wicked 18	Spt.	BPS
Battletoads Dbl. D	Act.	Tradewest
Ranma 1/2 Hard Bat.	Ftg.	DTMC
Lufia	RPG	Taito
Super Nova	Str.	Taito
Battlecars	Drv.	Namco
Champ. Pool	Spt.	Mindscape
Legend	Act.	Seika
Madden '94	Spt.	EA
Mario's Time Machine	Adv.	Mindscape
Lamborghini Chall.	Drv.	Titus
Lawnmower Man	Act.	T*HQ
F1 Roc 2	Drv.	Seta
Hyper V Ball	Spt.	McO River
Agassi Tennis	Spt.	Tecmagik
Flashback	Act.	US Gold

NEO GEO

Fatal Fury Special	Ftg.	SNK

3DO

Total Eclipse	Str.	Cr. Dynamics
Twisted	Act.	EA
Out of this World	Adv.	Interplay
Dragon's Lair	Adv.	ReadySoft
John Madden FB	Spt.	EA Sports
Zombie Land	Adv.	EA
Oceans Below	Info	Mindscape
Battlechess	Stg.	Interplay
Mega Race	Spt.	Mindscape
Monster Manner	Act.	EA
Twisted	Game Show	EA
Steller 7	Sht.	Dynamics

JAGUAR

Crescent Galazy	Str.	Atari
Alien vs. Predator	Adv.	Atari
Raiden	Str.	Atari
Tiny Toons	Act.	Atari
Dino Dudes	Pzl.	Atari
Cybermorph	Str.	Atari
Checkered Flag 2	Drv.	Atari
Club Drive	Drv.	Atari
Kasumi Ninja	Ftg.	Atari

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Captain America and the Avengers, the hit arcade game and best-selling Marvel Comic, is now available for your Super NES®. Just like the arcade game, you can choose from any of the four Avengers, each with his own special powers. Your goal is to defeat the diabolical genius Red Skull and his super-evil mind control device. Game features include:

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Captain America and the Avengers plays just like the arcade game and sounds just like the arcade game.

What are you waiting for? Get this game! It's up to you and your Avenger to save the world, and maybe even the solar system.

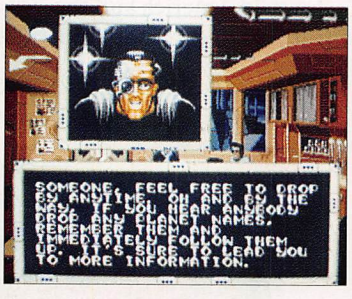


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It's the year 3027. Revenge is your motive. A Battlemech is your method. Outmaneuver, outsmart and outfight the Dark Wing Lance. Pursue every lead. Track them to the furthest corners of the galaxy. But ya' gotta be smart. Only a great strategy can ensure victory. Use your missiles, cannons, lasers and jumpjets wisely if you expect to defeat your crafty foes. Your reward? More money to build more powerful 'Mechs, critical to completing your ever more complicated missions.



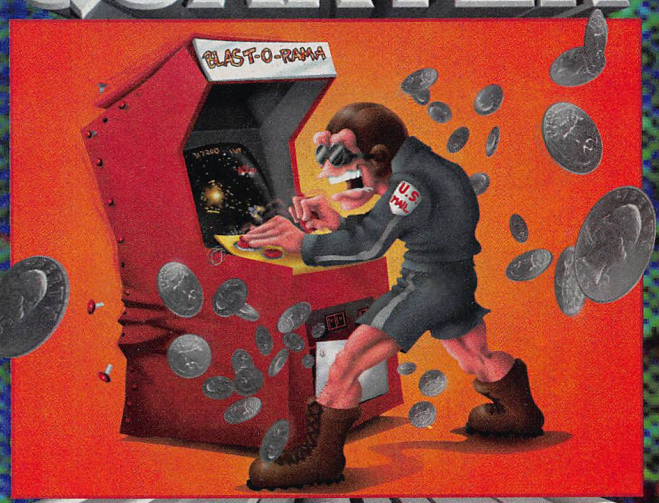
Perched in the control room of a 60-ton 'Mech, incredible 3-D graphics allow you to command the action. Use the practice mode and save game features to jump straight into the action. Whether you choose instant action or the rewards of an entire combat career, it's sure to make you sweat bullets. It's Mechwarrior.

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QUARTER CRUNCHERS



At the recent AMOA show, Namco and Sega had a great showing, as usual. Particularly impressive were, of course, Mortal Kombat 2, Wolfenstein VR and Atlus' Power Instinct. Konami wasn't showing much but Data East looked good. Sega had Out Runners and Virtual Fighters which both showed great promise. Pinball had a high profile at the show and there were many impressive games, including Star Trek The Next Generation by Williams. The following pages highlight what we think are the best arcade titles coming in '94.





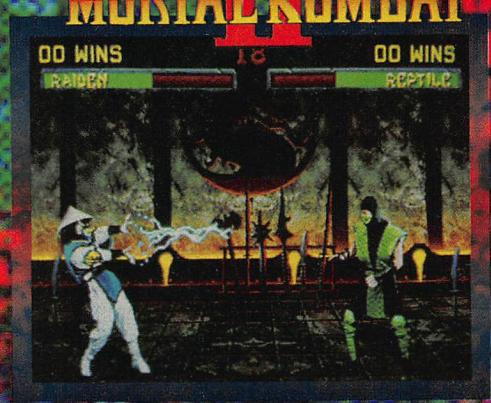
Atari's World Rally, besides being a total blast, features 12 tracks and shifter and foot pedal controls reminiscent of Power Drift.







MORTAL KOMBAT II



It hurts so good, they had to come back for seconds! Armed with 12 deadly combatants, advanced color graphics and a killer digital compression sound system, Mortal Kombat 2 crosses the threshold of pain-to a dazzling martial arts battle ground. Choose from Johnny Cage, Liu Kang, Scorpion, Raiden or even the dreaded Shang Tsung. Or, check out a host of new challengers, complete with all new moves and fatalities. This game stole the show. Mortal Kombat 2 has to be experienced to be believed. We'll bring you in-depth coverage in the next issue of Game Fan. Until then, stay close to an arcade. MK2 should be available for play by the time you read this.





Here's a little taste of what's hot in Japan. Sega's new Dragon Ball Z fighting game has won enough critical acclaim to warrant a US release. Keep your fingers crossed.

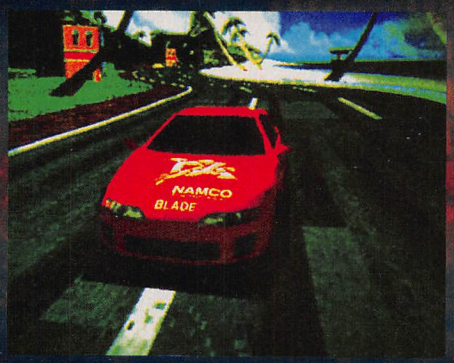




Power Instinct looks like the next big thing in fighting games. It features a multitude of new and original moves, like long distance and mid-air attacks. It also has a great comical element and perfect 4 button control. Look for a full review next month.







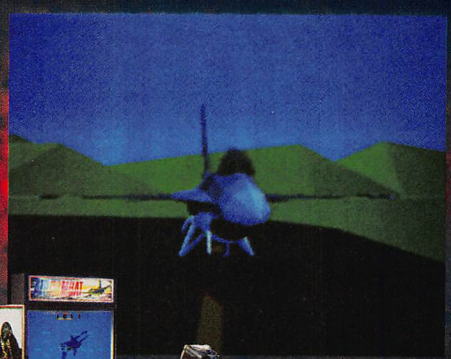
Namco's Ridge Racer was one of the most popular new games at the show. Ridge Racer features real time rendering on the fly like we've never never seen before and the end result is beyond awesome. Not only is it graphically intense, but it plays incredibly well. This is without a doubt the best driving game ever created and the one to beat in '94.





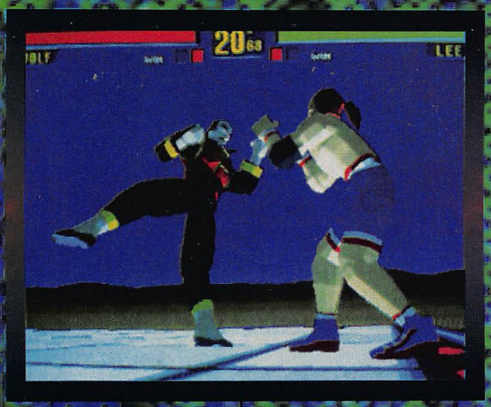
Another great Namco game, (obviously the undisputed champs of coin-op) was Cyber Sled. It's 3D one on one and it's awesome! SF2 meets Battlezone!

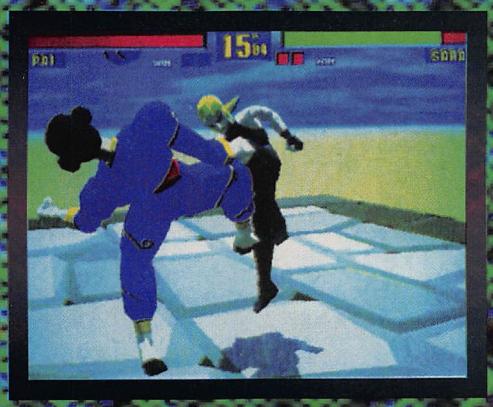
Yet another great Namco title, Air Combat also uses their new advanced hardware. AC delivers the best flight sim. ever with After Burner style gameplay and mind boggling speed.













The fighting game that everyone came to see, Sega's Virtua Fighters, drew huge crowds. Graphically, Virtua delivers big time, with animated texture mapped polygons that you have to see to believe. The version at the show was still early and lacked the control that we hoped to see. Hopefully, more precise moves will be added in the future.

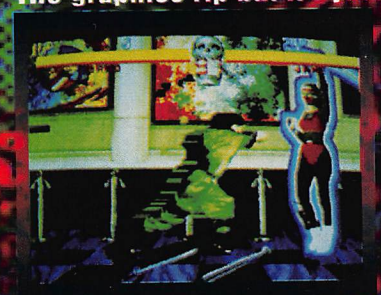




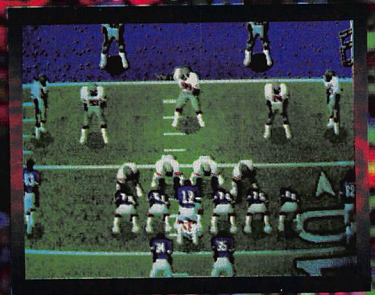
Sega's Alien 3, their new gun game, pits you, the colonial Marines against the fierce, acid-spitting Aliens. The graphics rip but it's just another gun game.



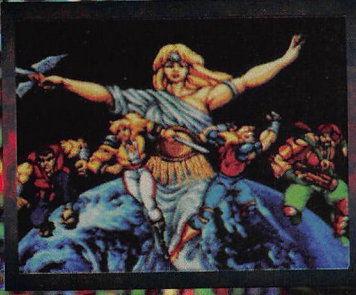
Jaleco's F1 Grand Prix Star 2 features four new tracks, 8 player link-up, a realistic, shaking steering assembly and a vibrating seat.



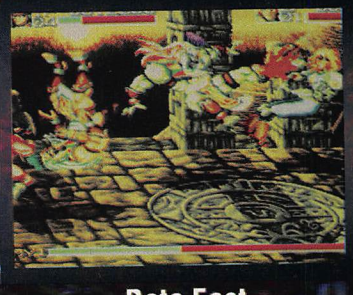
American Sammy
Survival Arts



Strata
Hard Yardage



Konami
Metamorphic Force



Data East
Night Slashers



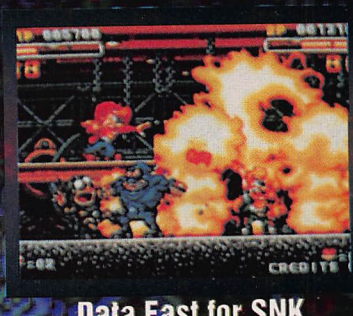
Namco
Numan Athletics



Namco
Galaxian 3 (no show)



Konami
Violent Storm



Data East for SNK
Spin Masters

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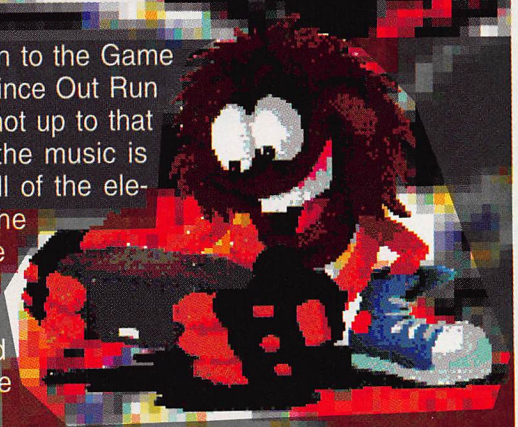
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HANDS ON PORTABLES

ROAD RASH

U.S. GOLD · 1 PLAYER · 2 MEG · JAN.

US Gold has brought EA's Road Rash to the Game Gear and it is the best GG racing title since Out Run Europa. Although the game's speed is not up to that of its big brother on the Genesis and the music is pure GG Road Rash on the GG has all of the elements that made the original great. The bikes are drawn particularly well and the fighting action is intense. I am amazed at how much the developers have been able to pull out of the Game Gear and Road Rash is another bright light in the GG software catalogue. - *TALKO*







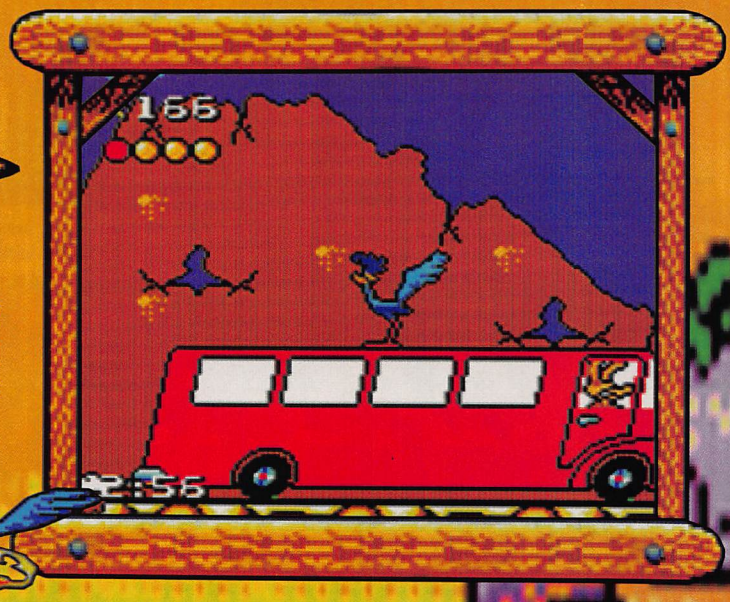






TAKE THE FINAL STEP...

DESERT SPEEDTRAP
Starring Road Runner and Wile E. Coyote



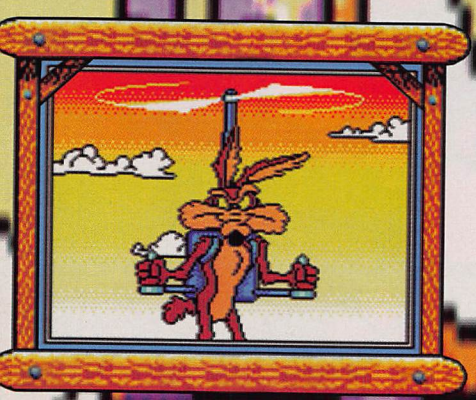
Desert Speed Trap, Starring the Road Runner and Wile E. Coyote is another great game in the Game Gear Christmas lineup. DS features great, colorful graphics and excellent cinemas and character animation, in addition to all of the solid Action/Platform gameplay of the Genesis version of the game. In fact, I actually prefer the play mechanics and control of the GG game over the genesis title. Sunsoft and Probe (who seem to know what it takes to make a great game gear title) have done a great job of converting Road Runner for the small screen and Game gear owners won't want to miss out on the fun. - *Talko*











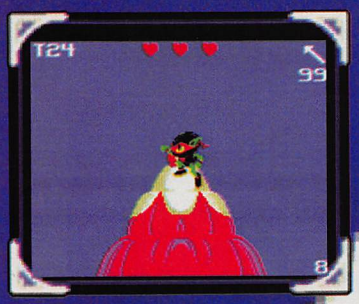




GAMETEK · 1 PLAYER · 2 MEG · DEC.

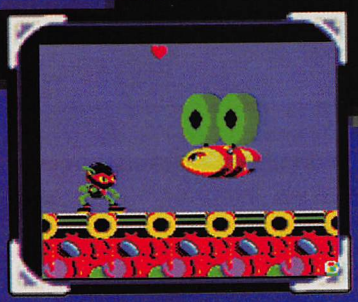


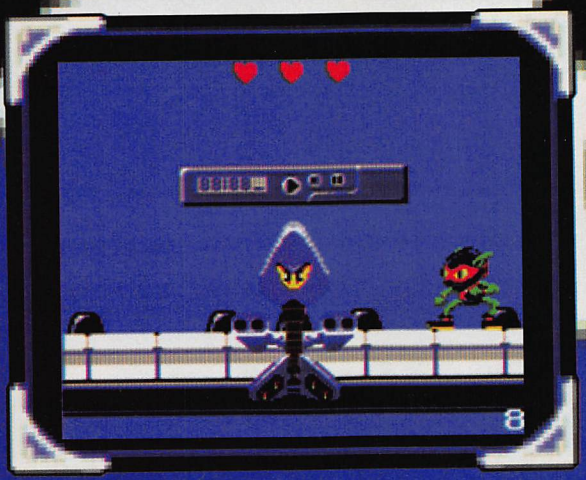
ZOOL



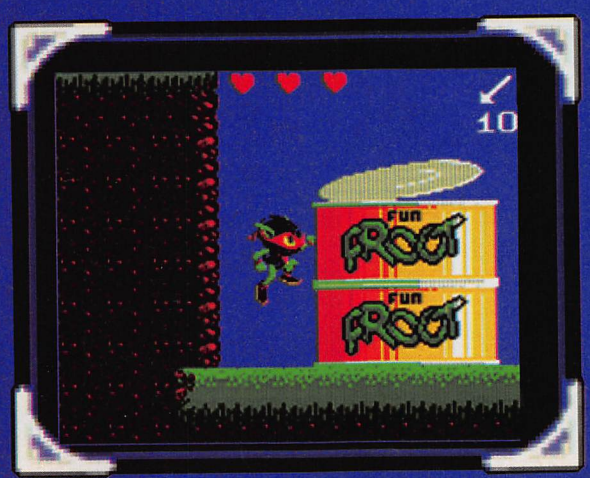


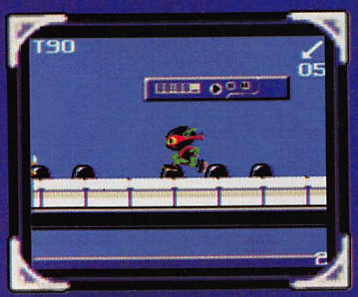
Zool is another excellent Game Gear translation of a Genesis title. This Action/Platform game is very fast with speed comparable to Sonic, excellent play mechanics and control, a well drawn main character and unique back-grounds that are loaded with color and detail. Gametek has one of the better playing titles available for the Game Gear this Christmas and it is one that will keep you entertained for hours on end. *-Talko*











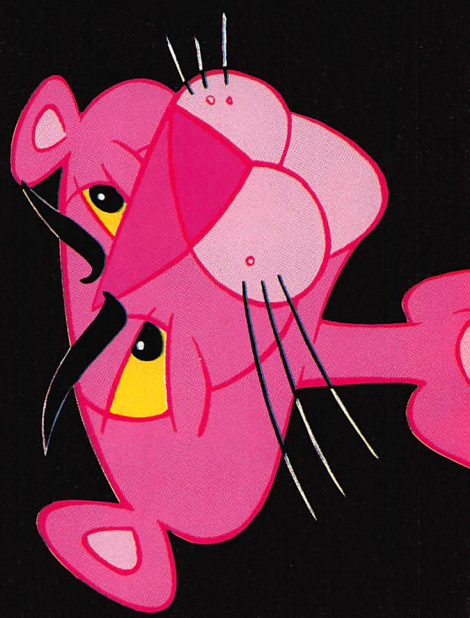
The Pink Panther stars in "PINK GOES TO HOLLYWOOD"

That clever scoundrel, the Pink Panther, is on the prowl, wreaking havoc on 12 exciting movie sets!

NEW FROM TECMAGIK™







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DEEP DUCK TROUBLE

STARRING Donald Duck













Sega scores with another Disney classic on the Game Gear; Deep Duck Trouble, starring Donald Duck. DDT is a loose translation of Quackshot on the Genesis with a little Castle of Illusion thrown in for good measure. The background graphics in this title are fantastic and the animation on Donald's character is incredible for an 8-bit title. DDT requires that you kick stones and wood crates to reveal power-ups and hit the enemy. You also have the ever popular "butt attack" at your disposal and your puzzle solving skills will be required as well to help Donald get out of some sticky situations he finds himself in as he tries to return a cursed pendant (that has turned Uncle Scrooge into a feathered blimp) to an uninhabited island to deflate Scrooge and bring him back to his normal, greedy state. Game Gear owners are going to want to run out and buy this one...it is one of Sega's best. *-Talko*









MUNCHIES!

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo Entertainment System in a hot new game: PAC-ATTACK™ The object of the game is to line up blocks in a row. Sounds simple, but those meddling ghosts are at it again getting in your way. Never fear, Pac will save the day!

- Three modes of play:
  - One player!
  - Two player head-to-head munch fest!
  - 100 level puzzle game!
- Smoking sound track!
- Cool graphics



Go Head-to-Head with friend in 2-player mode!



Line 'em up! Chow 'em down!



Munch Fest!



Wrack your brain with the puzzle mode!

Warning:
Pac-Attack is highly addictive.

SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

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DOMARK · 1 PLAYER · 4 MEG · NOW

With our apologies to Domark, Formula One racing is not in the same league with Road Rash and Out Run Europa. The game is very similar to the original Monaco GP on Game Gear, with the same, flat as a pancake, graphics and slingshot vehicle control. With tiny road side objects and very little, if any, sense of speed, Formula One just kind of chugs along, never asking too much out of the player, and becomes tedious quickly. As great as the Genesis title is, the GG version of Formula One is but a shadow of its 16-bit brother.





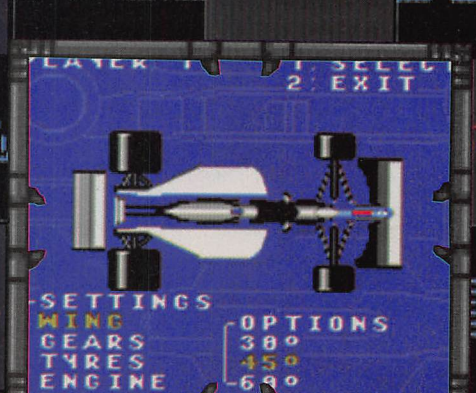














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SUPER NINTENDO ENTERTAINMENT SYSTEM

ULTIMATE FIGHTER™

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ON YOUR SIDE: An awesome arsenal of the 21st century's most destructive weaponry.

ON THEIR SIDE: The nastiest mutated enemies and the baddest bosses you'll ever want to see!









Screen shots shown are from the Super NES version of the game

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SUPER NINTENDO ENTERTAINMENT SYSTEM

Coming Soon:

GAME BOY

SEGA GENESIS

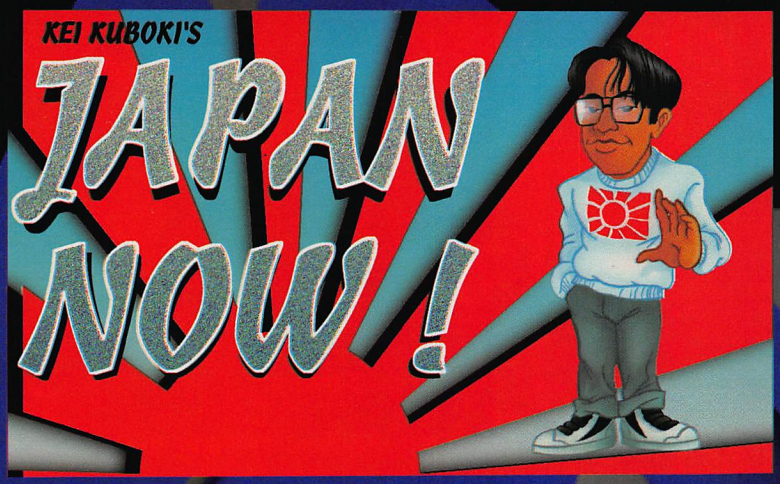
SEGA CD

MALIBU GAMES

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Welcome to the X-mas special of JNN! In this section each month I'll bring you updated information and rumors from Japan. We start off this month with Sony and the announcement of their new system.

Sony and Sony Music Entertainment (SMEJ) have established a new company called "Sony Computer Entertainment". Originally, Sony had announced they were working on a combined effort with Nintendo to develop their "Play Station". This project was canceled before it got off the ground due to company problems. Sony now plans to release a new super machine sometime by the end of '94. Although there are no actual specs to report at this time, I've heard it will be impressive. T.J., our Assistant International Editor, attended the press conference and opening ceremonies on November 2nd and this is what he had to report: During a demonstration, they put over 1,000 spheres on screen at once, each texture mapped and ray traced, while simultaneously rotating. They also showed a demo of a rendered environment where they moved a 3D object around the screen. I'm told this machine can proceess 500 MIPS (million of instructions per seconds). That's five times faster than the initial specs of Project Reality! This reminds me of the VCR wars a couple of years ago between Sony, creators of Beta, and Panasonic, creators of VHS, only this time around it's the 3DO and Sony's new machine. In the VCR wars, even though Beta was a more advanced format, VHS was the winner. This time around however, Sony might have the upper hand. It all comes down to software. Because of the endless programming possibilities and the powerful processors, my sources tell me there are many companies considering developing for this new system. Look for the release of this system sometime by the end of '94.

Do you remember when Hudson announced their 32-Bit project back in June '92 named Iron Man? It seems like nothing has been going on... until now that is. I found a small article from a Japanese newspaper announcing the development of their next generation system. This system will be based on the Iron Man and NEC, along with Sega and Sony will all have running prototypes at the January CES. We'll find more out at the show. What this all means is that there will be a handful of new systems released between '94 and '95 and the next couple of years will be a new war for video game systems.

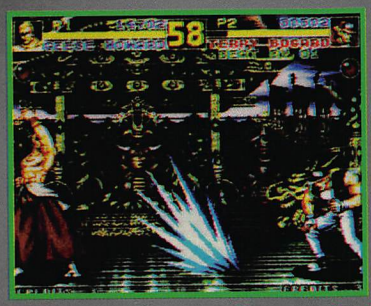
Here's some last minute information that should keep you wondering 'til next month...the first three working games in development for Sega's Saturn!! The first title is a 3D shooter where you'll be sitting on top of a huge dragon and fight others in aerial combat (picture a 3D version of Dragon's Spirits). The second title is a side scrolling action game, which is also three dimensional, where I'm told you are a doll trapped inside of a toy box. The third is Virtua Soccer, which is like you are playing soccer with the characters from "Virtua Fighters". Most soccer games are played in an overhead or side view, but this title is in a quarter view and the perspective is just like VF. Since at this point the actual system is about 40% developed and Sega hasn't decided between one 32-Bit CPU or two, these three titles were done on a preliminary graphics machine. But, it's our understanding that Sega will have 100% completed development tools ready for 3rd party companies by the end of this year. This means they will have approximately ten to twelve months to program and produce games. I feel sorry for them. This system will also most likely be CD-ROM. Reason being that the incredible capabilities of the Saturn will demand a considerable amount of memory and the cost of producing high memory cartridge games would be too high-comparable to that of the Neo Geo. To keep the price down, CD is the obvious platform to choose.

In other news, I hear that an upgraded version of Super SF2 is on its way to the arcades. All I know for sure is that this version will have turbo speed and Fei Long might shoot fireballs.

All of our readers should know about a brand new system card on its way for the PC Engine tenatively called the "Arcade Card". This card will expand the memory of the CD-ROM an additional16 meg. That's about the same as 8 Duo systems put together! When combined with the Duo and Super System Card, which have 2 meg Buffer Ram, you get a total of a whopping 18 of meg Buffer Ram. This means that the system will be able to load up to 18 meg into memory at one time. NEC has not shown the actual Arcade Card yet, but it seems likely that it will be similar in appearance to the original Super System Card and probably even thicker. I bet regular CD-ROM users are wondering if this card will work on the older PC Engine CD-ROM system. Don't worry, there is going to be an adaptor which will allow you to connect the Arcade Card and the Super System Card at the same time. These are announced titles for the Arcade Card: Fatal Fury 2, Art of Fighting, World Heroes 2, Fatal Fury Special, Emerald Dragon, Brandish, Strider (can you believe it?!), and Debut. Stay posted for more info on this amazing new card and watch for major game coverage in future PC Engine sections.



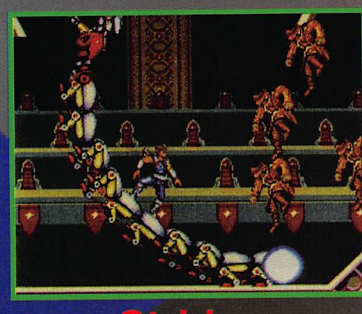
Fatal Fury 2



Fatal Fury Special



Art Of Fighting



Strider









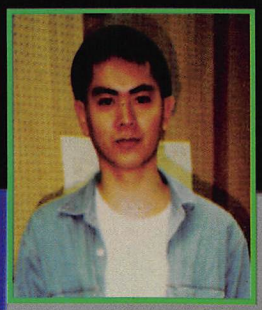


PC Engine's original opening sequence for Strider.

INN Interview!

Yuzo Koshiro





Talent runs in the family, even Yuzo's sister is a graphic designer and worked on Streets Of Rage 1 and 2.

Yuzo Koshiro

As you know, Yuzo Koshiro is one of the most talented and popular musicians in the game industry and the executive manager of Ancient Corp. We interviewed him way back in Issue Number one and since this is the first issue of our second year it's only fitting we bring him back for another round of questions.

Game Fan: First of all, could you give us your discography?
Yuzo Koshiro: Revenge of Shinobi, Streets of Rage 1 & 2 for the Genesis, Actraiser and Adventure Island for SNES, and the Y's series for the NEC P.C.

GF: What are you working on right now?
YK: We just finished Actraiser 2 and Eye of the Beholder for the Mega CD and are currently working on Bare Knuckle 3 (Streets of Rage 3).

GF: Let me ask you about the music for Actraiser. Is there any difference in concepts when making a sequel? Did you consider part 1 when making part 2?
YK: Yes, I considered the same type of music from part one and make it more Hi-Tech. For example, I used techno the music from Streets of Rage 1 & 2 in part 3 too.

GF: What if the first one and the sequel had totally different play mechanics? Let's say, if the first one was an action game and the sequel became an RPG?
YK: Of course, I would change the style of music, but I haven't encountered that kind of situation yet.

GF: How about Eye of the Beholder?
YK: This is the first CD-ROM game that I have done. My music image for this game was horror. Since it's CD-ROM, I attempted a totally different type of music than before. My basic concept when making game music is to create sounds that people have never heard before and sounds that acoustic instruments are not able to express. When you make computer music, there is an amount of trial and error. Like when you mix paints; most people know yellow plus blue makes green, but people wouldn't know what you get when mixing yellow and pink or yellow and orange. When you mix two or more sounds and accidentally find brand new sounds, that's how I create my music. So far, I haven't heard much great music for the MCD, so I wanted to be the one to create what people haven't heard. I consider the overall feeling and emotions of the game. If you want to sell that game or music, most musicians create something that people have been listening to all the time. I composed Eye of The Beholder's music without thinking about these type of people, so it will probably appeal more to the game enthusiasts than the casual gamer.



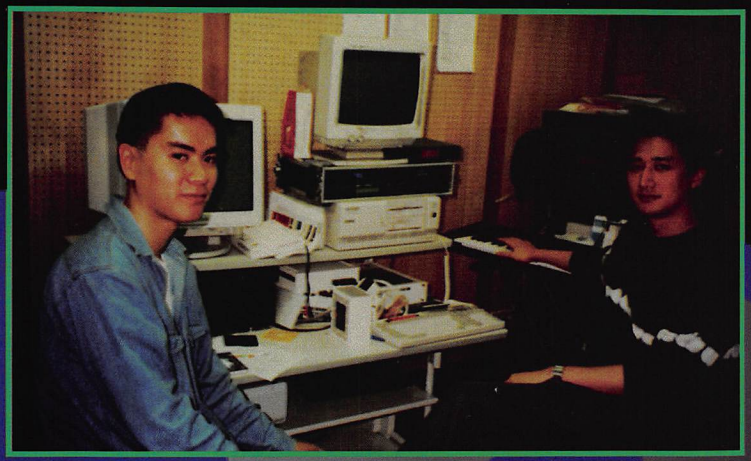
GF: All of us at Game Fan think that your music for Genesis is outstanding! The Genesis sound chip is not that great, but somehow, you make it sound so great. Most people think that you have a special chip to make music for this system.
YK: Thank you very much and I'm so glad that people think that way, but I don't have any special chips or anything else. If any music composer knows the peculiarities of Genesis' sound chip, anyone can do it. If you know the right mixture of sounds which will be popular to consumers, it is possible. I made myself a great environment to make Genesis music and programmed an editing system. If you have all this plus the knowledge, automatically you are making the best music and sound for that system. I think most people (music directors) make music on MIDI and translate on to a sound chip. That makes the possibilities really limited. If you want to make something better than that, you should consider the hardware's, capability to make music and the right editing system.

GF: So Streets of Rage 3 will have techno type music like 1 and 2 right?
YK: Yes, since there are many styles of technos like commercial techno (LA Style, etc.) and others, my style of techno is what we call underground. This type of music is not really well known.

GF: When and where do you come up with ideas and images for your music? Like when you are walking or taking a shower, etc.?
YK: Not really. Usually I'll listen to the music of other games and I think of music that I would make for that game. I basically don't compose phrase by phrase. It all depends on the color of sounds.

GF: I bet you have refused requests from 3rd parties. Does this ever happen?
YK: If it's a good game, I usually will accept the work.

GF: So, this means you decide weather or not to work on it by the game's playability?
YK: Graphics are really important too. I would have to say I choose games that I like and games that seem like they will sell well. Normally I'll borrow a ROM from a company and play it. If I don't like it, I'll refuse it. And sometimes I also





have to refuse when I'm too busy.

GF: How long does it take you to make music for one game?
YK: Composing takes about 3 months then another 3 to actually program the music on to a sound chip. Usually 6 months in total.

GF: Let me change the subject. What did you want to be when you were a kid?
YK: A game programmer.

GF: With all the new systems being released in '94 and '95, like the 3DO and Jaguar, are there any arrangements in the works with new companies?
YK: I don't have any for 3DO yet and I don't know about Atari. I haven't had much luck with them. If I'm going to work for new hardware, I have to make environment and editing systems for that machine. Since 3DO is MIDI compatible it should be easier to make music, but if anyone asks me from those companies, I definitely will consider it. The brand new systems that I'm noticing are Sega and Nintendo's machines. They have a large share of the industry.

GF: How about arcade music?
YK: If anyone asked me, but I think it's impossible to listen to the music at the arcade.

GF: I've been noticing that you have arcade machines in your office. Do you play with arcade boards?
YK: Yes!

GF: Which is your current favorite?
YK: Super Street Fighter 2! I bought it already!

GF: Which characters do you use?
YK: Everybody. Lately I have been using Ryu, Ken, and Zangief.

GF: Back to music, which format is easier to make music, CD or cartridge?
YK: Of course CD. But at this point, I'm pretty much used to cartridge. Since I've done CD lately, I like it better. CD opens up many more possibilities. I really hope all home systems will be CD based (laugh). Cartridge has limits, so eventually I get stressed out and frustrated when I reach its max.

GF: Do you want to work in the US?
YK: Yes, I do.

GF: What is your favorite music?
YK: Lately, I like to listen to the music from Samurai Shodown.

GF: How do you rate Actraiser 2, Eye of the Beholder, and Bare Knuckle 3?
YK: I think Eye of the Beholder deserves 80% (Japanese people are usually really conservative). I've done everything I can for my first CD title. With Actraiser 2, I personally feel like I made a mistake (laugh). Most people who listened to it told me that it was great music but that music wasn't what I really wanted in the first place. I wasn't given enough time to create the SNES environment. So, I rushed a lot of things. I would say 40%. BK3 is what we are working on now and we are trying our best!

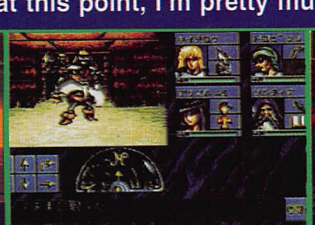
GF: Anything to say to Yuzo fans and musicians who want to be game music directors in the U.S.?
YK: There's going to be many new and better machines out in this industry and making music for games will be much easier than before. Basically, all you need to know is how to play an instrument but it's better and even necessary to know how to use computers and synthesizers together. There are tons of good synthesizers made in Japan as compared to what's out there in the US. I'll be making more great music for many systems so buy games with my music!

GF: We'd like to thank you and Mr. Kawashima very much for your time.

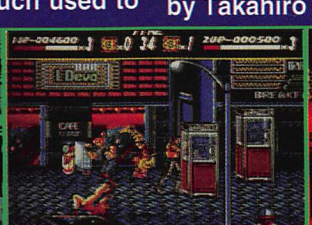
Interview was held at Yuzo Koshiro's studio in Tokyo Japan by Takahiro Yagi. Way to go T.J.!!



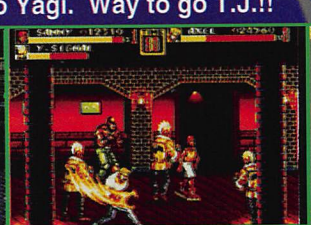
Actralser 2



Eye Of The Beholder



Streets Of Rage



Streets Of Rage 2



Revenge Of Shinobi 2

MOST WANTED: JAPAN

Super Famicom











This Mo.	Last Mo.								
1	3	Romancing Saga 2	Square	12/10/93	6	5	Shin Megami Tensei 2	Atlas	N/A
			RPG	16 Meg				RPG	N/A
2	2	Dragon Quest 6	Enix	N/A	7	-	Super Puyo Puyo	Banpresto	12/93
			RPG	N/A				Puzzle	8Meg
3	4	Dragon Quest 1&2	Enix	12/18/93	8	-	Super Fire Pro Wrestling 3	Human	12/93
			RPG	12 Meg				Sports	N/A
4	6	Fire Emblem	Nintendo	12/14/93	9	7	The Night Of Kamaitachi	Chun Soft	N/A
			Stratagy	24 Meg				Novel	N/A
5	1	Fatal Fury 2	Takara	11/26/93	10	-	Amb. Of Nobunaga "Legend Of "Haou"	Koei	12/09/93
			Action	20 Meg				Stratagy	16 Meg

Mega Drive/Mega CD











This Mo.	Last Mo.								
1	2	Phantasy Star	Sega	12/17/93	6	4	Popful Mail	Sega	1994
			RPG	24 Meg				Action/RPG	CD ROM
2	1	Virtua Racing	Sega	3/94	7	5	Dream House	Sega	12/10/93
			Racing	16 Meg				Virtual Cinema	CD ROM
3	-	Art Of Fighting	Sega	1/94	8	8	Urusei Yatsura	Game Arts	N/A
			Action	N/A				Adventure	CD ROM
4	9	Shin Megami Tensei	SIMS	12/93	9	-	Panarama Cotton	Success	N/A
			RPG	CD ROM				Shooter	16 Meg
5	-	Langrisser 2	NCS	N/A	10	-	Sonic The Hedgehog 3	Sega	N/A
			Strategy/RPG	16 Meg				Action	N/A

PC Engine











This Mo.	Last Mo.								
1	2	Y's 4 "The Dawn of Y's"	Hudson	12/22/93	6	-	Far East Of Eden 3	Hudson	N/A
			Action/RPG	SCD				RPG	SCD
2	3	Emerald Dragon	NEC HE	1/93	7	8	Sailor Moon	Banpresto	N/A
			RPG/Arcade Card	SCD				Digital Comic	SCD
3	1	Fatal Fury 2	Hudson	12/93	8	-	Bomberman '94	Hudson	12/10/93
			Action/Arcade Card	SCD				Action	HU Card
4	4	Monster Maker	NEC Avenue	2/93	9	-	Dragon Knight 3	NEC Avenue	N/A
			RPG	SCD				Adventure	SCD
5	5	Xanadu	Japan Falcom	2/93	10	-	Puyo Puyo CD	NEC Avenue	N/A
			Action/RPG	SCD				Puzzle	SCD

TOP 10: JAPAN

1. Adventure Of Toruneko
2. J-League Soccer Prime Goal
3. Super Mario Collection
4. Secret Of Mana
5. Mario and Wario
6. Mystic Quest
7. Sailor Moon
8. Street Fighter 2 Turbo
9. Crayon Shin-chan
10. Super Derby-Wind of Silpheed

1. Shining Force 2
2. Street Fighter 2' Plus
3. Sonic CD
4. Gunstar Heroes
5. Puyo Puyo
6. Thunder Hawk
7. Gauntlet
8. J-League Pro Striker
9. Silpheed
10. Ecco The Dolphin

1. Legend Of Kabuki
2. Yu Yu Hakusho
3. Majhong Clinic Special
4. Graduation
5. Street Fighter 2'
6. Patalbor
7. Metal Angel
8. Zero 4 Champ 2
9. Majhong on the Beach
10. Orgle

Well...that's all for this month. You have got a lot to think about with all of these new systems being released. Have a Merry, Merry Christmas!!! - *Special K.*
Let us know what you think about the Japan Now section!!!
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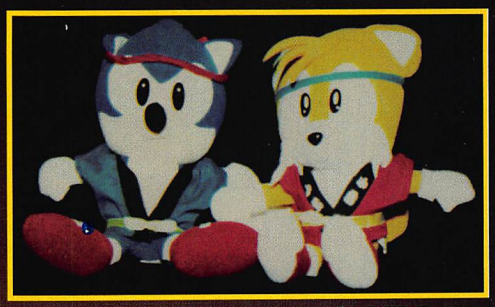
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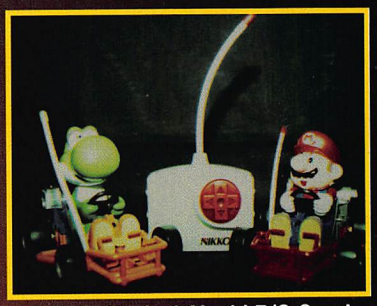
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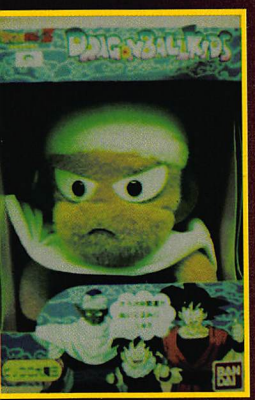
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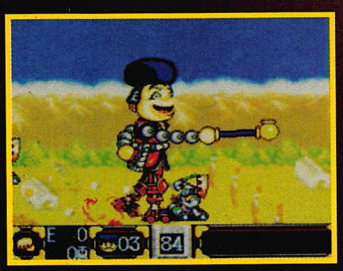


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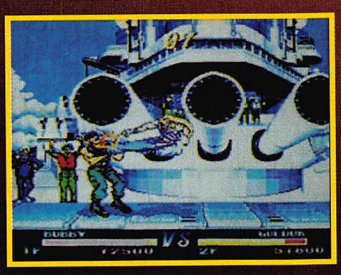


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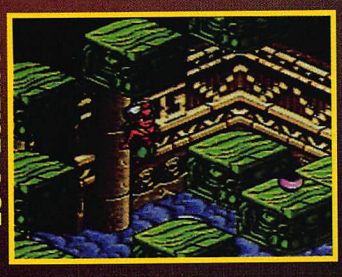
GOEMON 2 SF



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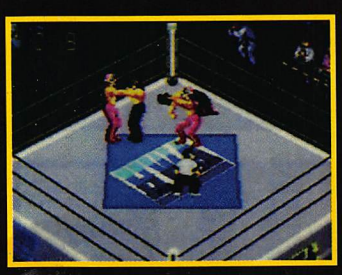
SOLTICE 2 SF



FATAL FURY SPECIAL NEO GEO



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Welcome to Other Stuff, Volume two, Issue one. Let's start off this month with some info on everyone's favorite fighter, Mortal Kombat. Part two is one of the most talked about games in the industry at this time. The coin-op version of MK2 will be arriving at your local arcade by the end of November (around the 23rd to be exact). Here's what we saw at the recent AMOA. There are now two fatalities per character and they are even more gory than the original. There will be five hidden characters and, out of these five, two or more will be controllable. If you're wondering how you'll be able to find these characters, well...we don't know yet, only Bally Midway knows right now but we promise to stay up many nights playing MK2 and the minute we know, you'll know. Shang Tsung returns as well and this time we hear he will somehow be able to turn into Goro. Also, we're told there will be up to five times more hidden stuff than the original, including bonus levels and possibly Kano and Sonya, who aren't normally in the new game. While we're on the coin-op subject, Atlus, who's new fighting game, Power Instinct, is arriving at arcades now, is already working on a sequel for release next year, which they're claiming will be "the fighting game of '94". We'll believe it when we see it.

In other arcade news....

Electronic Arts will be entering the coin-op industry some time in early '94, good luck guys. And finally, one last thing on Mortal Kombat. Rumor has it that MK the movie will be coming out next year by New Line Cinema, right around the same time the SF2 movie hits. As far as casting is concerned, nobody knows yet. Stay glued to Other Stuff for the latest on the video game movie wars as it develops. If you fast forward the SF2 movie would it become the Turbo Edition?

Now on to the world of Nintendo....

The 64 Bit Nintendo development systems are almost complete. Just recently at Silicon Graphics in San Francisco, engineers from Nintendo of Japan got together with engineers from SGI and word has it that the actual hardware will be finished by the middle of January. We're told that the 64 Bit CPU inside Project Reality will be a custom version of the R4000 and the R4400 which is a150 MHz chip. This final chip will be a combination of both and even more powerful than we mentioned before. As far as games go, we're told that Nintendo will be announcing their first licensee(s) at the January CES who are currently developing games for Project Reality under Nintendo's label. Project Reality is still two years away. FX Trax, the second Nintendo Super FX game is nearing completion and should be ready for release some time in February of '94. Nintendo is considering changing the name to Trick Trax, I wonder why?. The third Super FX game is rumored to be Star Fox 2 and might be shown behind closed doors at the January show. Coming out in January of '95 will be a SNES version of Kid Icarus, one of the all time 8 Bit classics. Our sources say this game will be 24 meg and will be better than the original in almost every way (I would hope so). Speaking of classics, Metroid, the 24 meg monster by Nintendo, is 90% complete and will be available March of '94.

In Sega news.....

The first D.S.P. title, Virtua Racing will be released first quarter '94, and we're impressed! The Sega D.S.P. can do 21.3 mips (millions of instructions per second) and has the ability to address 24 megs in the D.S.P. separate from the cart ROM. What this means is that theoretically you can now double the amount of memory in Genesis carts. Sega is also planning on releasing a cartridge which contains only the D.S.P. This will enable you to buy D.S.P. games at a lower price without the chip, which will plug directly into this new port. The D.S.P. in Virtua Racing is a prototype similar to the first generation chip used in Starfox, so expect an upgraded chip sometime in the future. Sega's second D.S.P. game will be Star Wars and is expected to be based on the upcoming coin-op. Sega CD titles announced for '94 include: Fatal Fury Special, Samurai Shodown, Viewpoint, and one other SNK title not known as of yet, but it's rumored to be their upcoming 200 meg fighting game. In other Sega news, Crystal Dynamics, makers of Crash and Burn and Total Eclipse for the 3DO, are rumored to be developing games not only for Sega, but for Atari and Nintendo as well. Speaking of 3DO, Namco is said to be developing Ridge Racer, Galaxian 3, and Solvalou for that system sometime in '94.

Now for the latest on the Jag....

Recently, at Atari's awesome New York press conference, which featured purring babes wearing skin tight Jag suits in a jungle setting, Here kitty, kitty, (do these guys know how to party or what)? three new 3rd party developers were announced. Interplay, Virgin and Accolade have all joined the pack. Welcome to the jungle, it's an awesome system. The jag itself is a quality unit, in fact it is the nicest looking system we have ever seen, and the controller is awesome. The first games barely nick the hardware and Cybermorph and Alien/Predator are amazing. Plan on playing hookie for about a week when the Jag hits nationwide in January.....wait 'til you see the commercials

In 3DO news.....

Where are all those games? For those of you who own one and haven't beaten Crash 'n' Burn yet, try using Tasman Twix, get a Flash Laser at the shop and a Cloaking Device from the Black Market guy and it's hello victory!....More games, please. That's about it for now, see you next month.





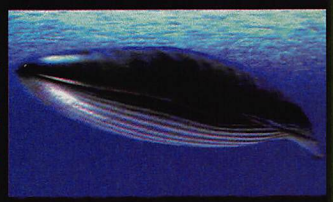


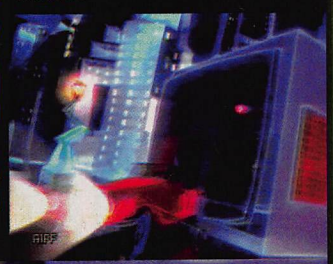


SiliconGraphics

Nintendo

There's been a lot of talk lately about Nintendo's The announcement of the new SGI Graphics system is not a smoke screen. The Joint development and licensing agreement represents a long term, worldwide business relationship between Nintendo and Silicon Graphics. Under the agreement, Nintendo will pay Silicon Graphics Royalties for use of the licensed 3D technology both in the Arcade and the home unit. What is known at this time is that totally new technology which goes by the name of "Reality Immersion", will provide a new standard of visual imagery for game systems in the years to come. At the heart of this system will be a version of the MIPS/Multimedia engine chipset consisting of a 64Bit MIPS/RISC microprocessor, a graphics co-processor chip application specific integrated circuits (ASIC). The graphics co-processor and ASIC's provide the specialized audio/video and graphics capabilities. Here is a taste of the future, just sit and dream while we all wait for what looks like an awesome future! -K. Lee





Way Past COOL

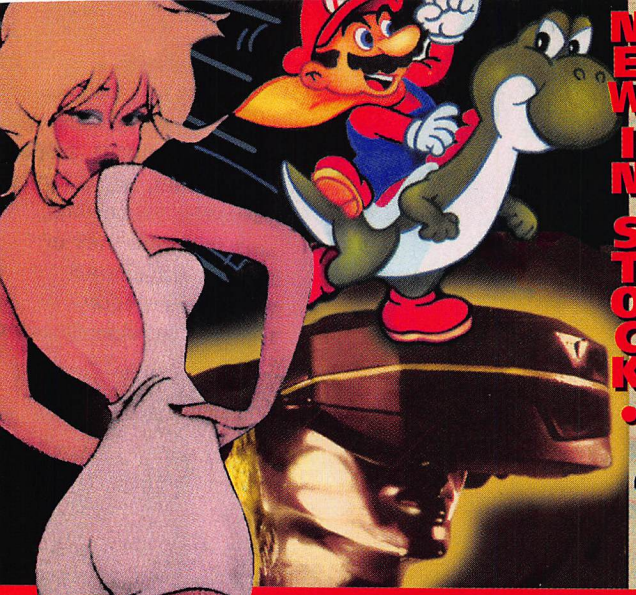








DECISION '94 How the new system's stack up.	Project Reality	Saturn	3DO	Jaguar
System Architecture (Bus Width)	64 Bit	32 Bit	32 Bit	64 Bit
Rendering/Animation Speed	Greater than 100,000 Polygons/Sec	Greater than 30,000 Polygons/Sec	64 Mil Max Pix/Sec	Greater than 850 Mil Pix/Sec
Bus Bandwidth	?	?	50 Mbytes/Sec	106.4 Mbytes/Sec
Colors	16.7 Million	16.7 Million	16.7 Million	16.7 Million
True Color Graphics	Yes (?-Bit)	Yes (?-Bit)	Yes (24-Bit)	Yes (32-Bit)
Processors	?	7- ?	4-ARM60, DSP, Graphics Proc (2)	5-GPU,DSP,Blitter, 68000, Obj Proc.
Stero 16-Bit CD Quality Sound	Yes	Yes (32 channel PCM)	Yes	Yes
MIPS (Millions of Instructions/second)	Over 100	?	?	55
Custom Hardware for 3D Objects	Yes	Yes	No	Yes
Multi-Processing Architecture	Yes	Yes	?	Yes
Object Processor	Yes	?	No	Yes
S-Video Out RF Composite RGB	Yes Yes Yes Yes	?	Yes Yes Yes ?	Yes Yes Yes Yes
Resolution	Greater than 1024	?	640x480	720x576



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NBA Showdown Basketball
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Flashback



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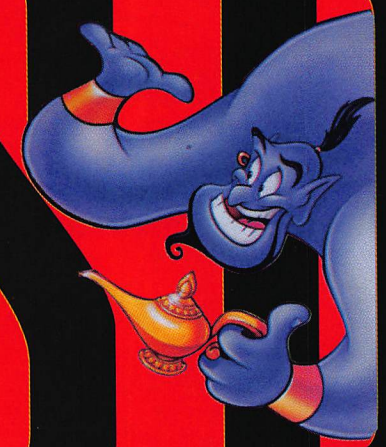
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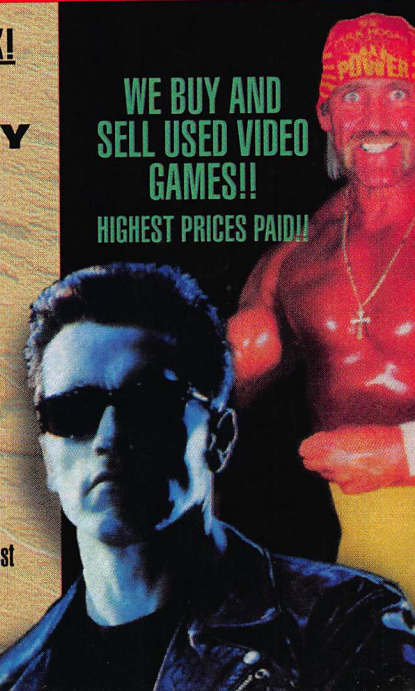
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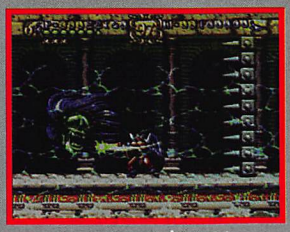
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Postmeister

Hey you, I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail... Cuz I'm CrAzY!!

Dear Postmeister,

In regard to your rather harsh reply to "Broodingly" (Issue 11), you said that 95% of your letters requested info. on action, fighting and shooting games. That doesn't necessarily mean 95% of your readers are into that type of game. I am a devoted Game Fan reader who prefers Action/RPG and quality RPGs and your excellent coverage of these games is the reason for my devotion. I am also a female, age 26 (something I've never seen in your letters column). Perhaps the reason 95% of your letters are from action gamers is because teenage boys are more likely to write to game magazines? If it takes a letter to confirm my existence, here it is. And, as for 3DO, etc., I can easily afford to buy any machine they can kick out. I simply won't unless I see software support in my category. One other thing...full motion video-it sucks! I can see that on TV every night. I want quality animation, period.

A. Luna
US Armed Forces

Dear A. Luna,

26, female and you're in to RPG's,.... E Storm would love you! When I addressed that disgruntled youth, I didn't bag on RPG's. It's point and clicks and toddler titles that I think hurt systems. As for who writes in to GF, they are a wide variety of ages but many range from 25 to 40. Due to our approach, we have attracted a large amount of adult gamers and most of them like RPG's and action RPG's as you do. As you know, E Storm, our resident expert, lives for 'em. I hope there are more female gamers out there, If so, write in, I won't bite you.....well, maybe. Your existense has been confirmed!

Dear Postmeister,

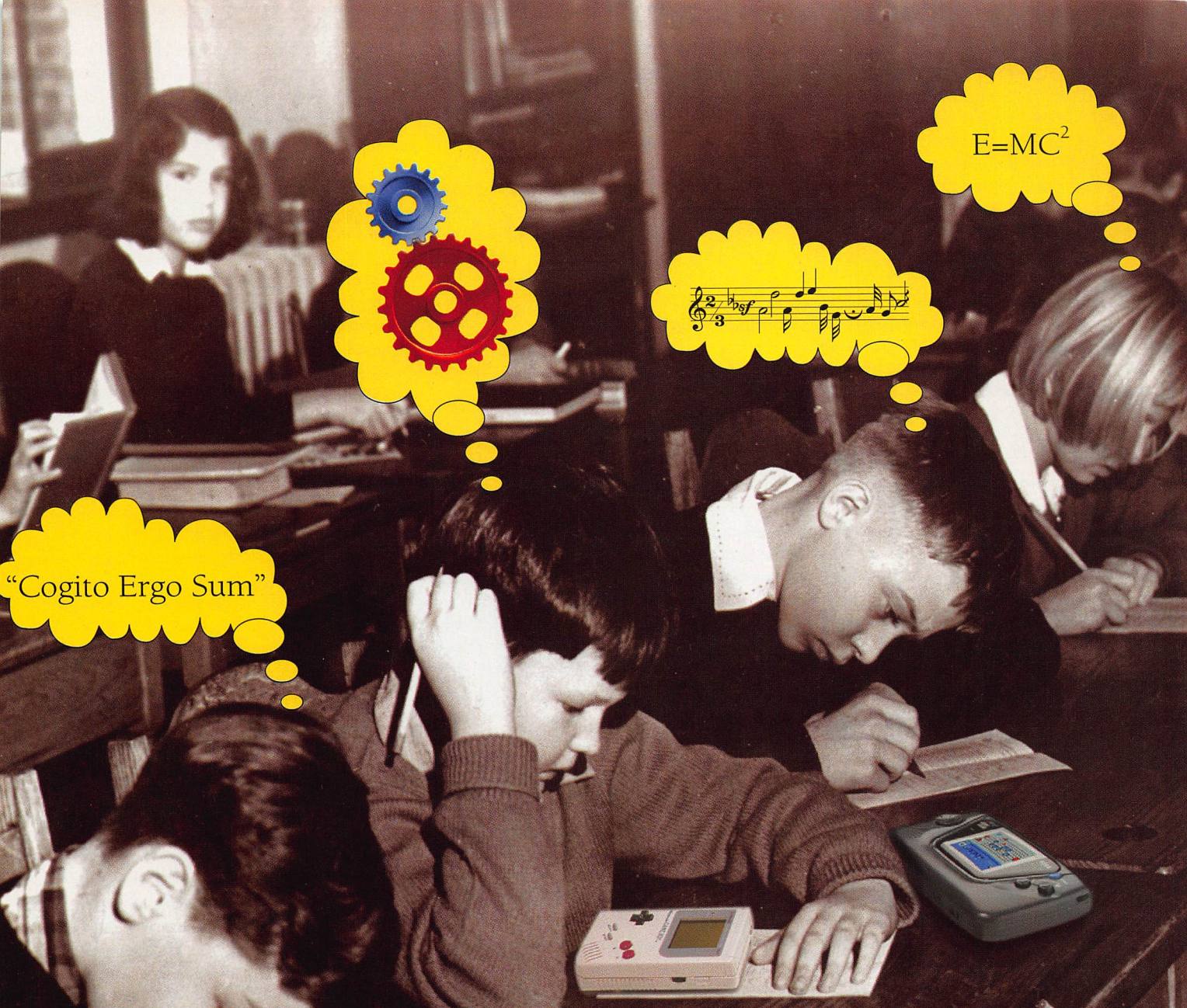
There's a bit of a problem with logic that has been on my mind for a while now. It concerns the new systems by Atari and Nintendo. Atari claims that they are going to have the 64-bit Jaguar out this year or early next year for an astonishingly low price of under $200. Nintendo counters this claim with their Project Reality, which will come out in '95 for around $250. Let's look at some facts here, shall we? The Neo Geo comes in at around $500 and it is not even a true 32-bit system. The 3DO is listed at $700. The Sega Saturn will be out in late '94 and will cost about $400; the reason being that 32-bit hardware is too expensive at this point in time. So, how are 64-bit systems supposed to come out being less expensive than 32-bit and almost as cheap as 16-bit? Let's assume that Atari has the hardware and it appears that they do. Does anyone really believe that it will be as affordable as they say? Apparently so, judging by the things I read. Let's remember that Atari has made similar bogus claims in the past (Panther, Cheetah, House Cat, etc.) and have backed out of all of these projects. Can we really put our trust into such an indecisive company? Just when you thought that Atari was taking over as the reigning kings of propaganda, Nintendo steps in to reclaim their rightful throne. Project Reality? When was the last time that Nintendo said anything that had a basis in reality? Assuming they will be able to come out with this system, do you think that Sega is going to be content with the Saturn 32-bit? If you could address some of these questions, I would be eternally grateful. I'm just getting so tired of people making claims that they have no intention of following through with.

Erin D. Hoffman
Anytown, USA

Dear Erin,

I love this letter! because I have been waiting to make a point about the Panther. The fact is, Atari never officially announced it. Someone found out that they were working on



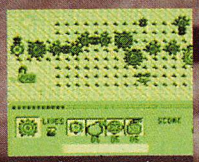


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a project with that code name and the press took it from there. They created the illusion, not Atari. Fact is, Atari was ready to go with it when they discovered their new 64-bit technology. So, rather than releasing one system and then another a year later (sound familiar?), they opted to release the ultimate system at the ultimate price and quietly achieved that goal. The Jaguar was officially announced in August of this year. Atari said they would test market in November and release it nationwide in January and that is exactly what they are doing. The Jag will cost $249.99 and comes with Cybermorph. How did they do it? I don't know but I'm glad they did! As for the Saturn, it features dual 32 bit processors working in tandem and no price has been officially announced but the development systems have gone out- so that system is etched in stone. Finally, Project Reality is real, guaranteed. For a sampling of the graphics capabilities, check out Other Stuff. How they will come in at the projected price remains a mystery but we are talking about the largest Company in Japan and a late '95 release date. I'm sure they have a plan. As for the games, I'm sure they will be amazing but of course, safe and sane. Expect good, clean rendered fun! Thanks for the great questions!

Dear Postmeister,

First of all, let me thank you for all of the great info. that you give to us readers every month (who to write to, updates, etc.). Here's my question; in the September issue, you showed us Capcom's awesome Breath of Fire. Are they going to release it here in the US? I know you guys must be pushing Capcom already but is there anything I (we) can do? Also, what happened to Rise of The Dragon on Sega CD?

Kenneth Lee
San Marino, CA

Dear Ken,

Good news! Virgin games is thinking about picking up Breath of Fire. Nothing is concrete yet but we'll keep you posted. Rise of the Dragon has been delayed. This could be due to the games violent nature or it may simply be a matter of translating the text. However, now that SOA is so huge, they are less likely to take risks so we are not sure which. It could be the Nintendo syndrome all over again but as far as we know the game is still planned for 93. The box is at Toys 'R' Us out here in the now blackened California, so it should be soon. And remember, you can call the game companies, they really don't mind. In fact, many have support lines for just that purpose. Hey, you're buying the games, we all work for you! Thanks for the support and the letter.

Dear Postmeister,

Myself, and millions of other gamers relate to this topic and would really appreciate it if you would print this letter in your awesome mag because what I will try to do here is give two companies a very big wake up call. The first wake up call goes to the folks at TTI. Their Duo can really be a contender for the top spot, if they would bring some of the great games like Snatcher, Dracula X, SF2 CE and the Dragon Knight series (just to mention a few of the many) over to American shores. They ought to realize that the PC Engine Duo is one of the best systems in Japan and the American Duo could be just as popular if they would bring some of these games over. I am a Duo owner myself and I see potential for that system (for example, Gate and Lords of Thunder). If they would just listen for once, they might actually make a profit off of the Duo. What do you think, P-Man? The second wake up call goes to my favorite company, Nintendo. These guys really know how to make the bucks with great games like Kart, All-Stars and Zelda. But there is one thing that really bothers me. They seem to think that the only people that play their games are 10 year olds. I am 21 and I understand that games that contain violence are just games and have nothing to do with real life. Nintendo is basically giving up their huge market lead to Sega because they won't have any games with violence and this is just what the consumers are demanding. I am going to go out and buy the Genesis and Sega CD because they seem to have games that are aimed at my age bracket. Violence does sell and it sells well with people my age, just look at Mortal Kombat! Please wake up Nintendo! Look at reality and not your little world where there is no violence. Sega has a good thing going with their ratings. I was going to wait it out with Nintendo in the hope that they would bring out a CD player. But now, they don't even know if they will any more, so I am going to do what I really want to do- go out and get the Sega CD...that is how loyal I WAS!!! By the way, when is Cosmic Fantasy 3 due out on the Duo?

Scott Styczynsky
Naperville, IL

Dear Scott,

As you have seen in this very issue, the PC Engine is smokin' in Japan. Games like Dracula X, Art of Fighting, Martial Champions, Y's 4 and Xanadu have breathed new life in to that system. However, the Japanese market is different than ours. They will stick with a system far longer than us. People that bought the PC Engine back in '87 have stuck with it since, while here in the US most people tucked away or sold there Turbos long ago. So many, in fact, that the user base is now so small that TTI is almost gone and NEC of Japan shows little interest in the US market and offers TTI almost no support. Almost every game previously announced has been canceled and the future looks bleak. We have not received any review material from them for 3 months, So those of you who remain loyal will have to rely on stores or mail orders who carry import games. As for Nintendo, Project Reality is finally the real thing but it will not be out until late '95. And as far as Nintendo taking the adult gamer seriously, don't hold your breath, it's just not there thing. They are simply so big that they can no longer risk being controversial. Your decision to buy a Sega CD may not be the answer either, it seems that the new DSP may take its place until the Saturn emerges. Maybe hold on to your SNES and add a Jag or Genesis, these are awesome systems at the right price. Thanks for the letter.

The Postmeister

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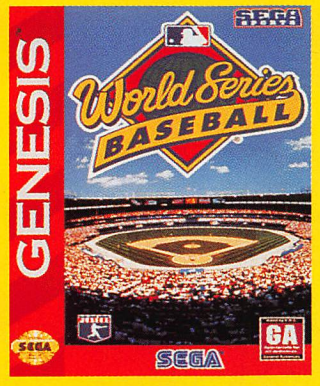
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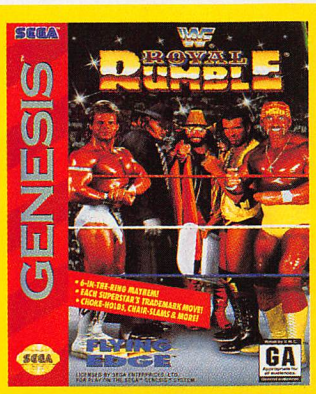
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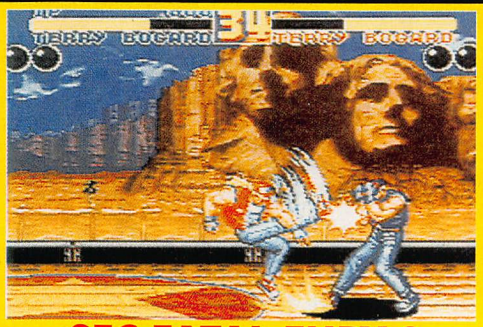
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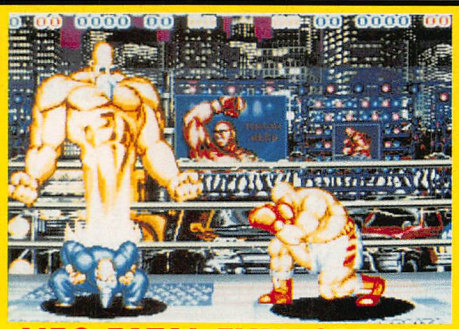
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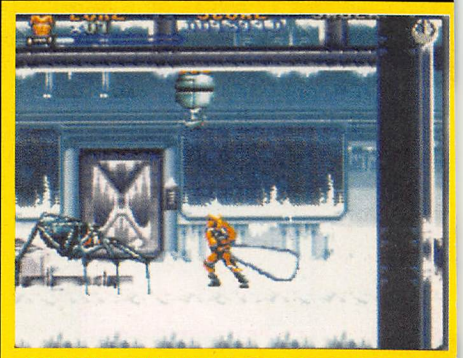
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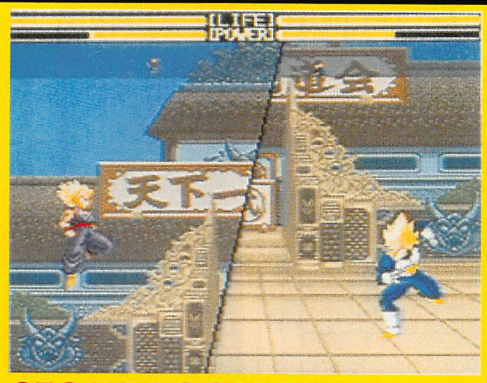
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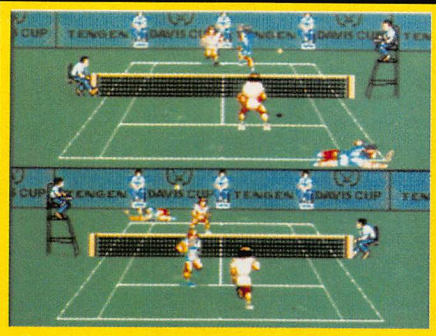
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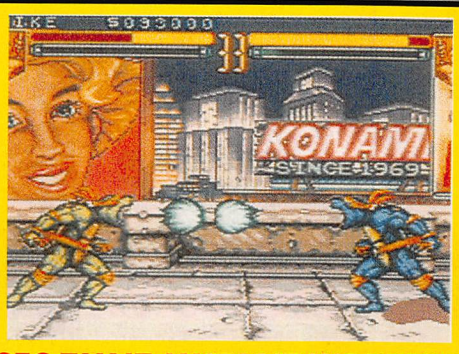
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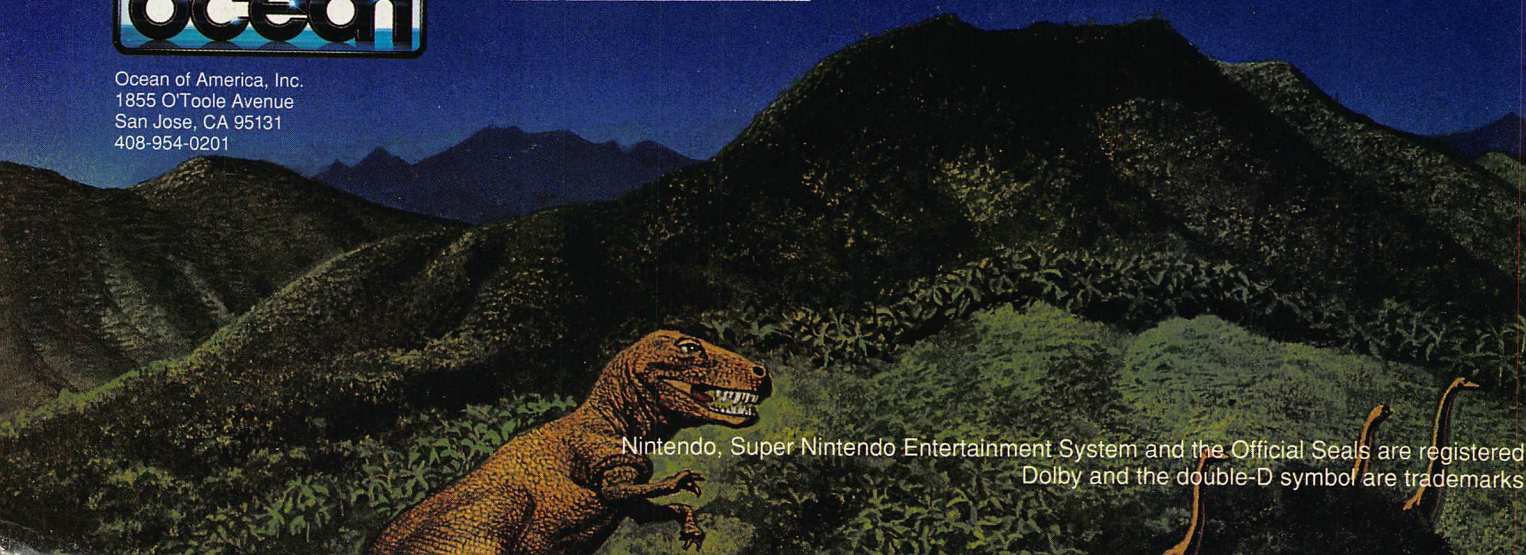
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